Lou's LAGOON

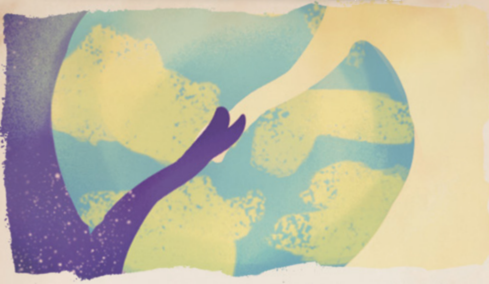
MB Tiny Roar

Property of Lou

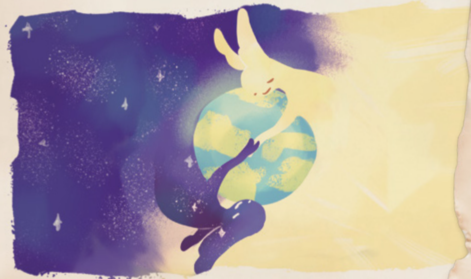
Explorer's journal

Welcome to
Lou's Island

Explorer's journal

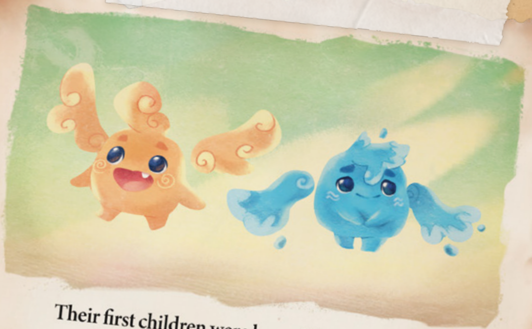


Born of a flash, brilliant and bright, the earth awoke. The light was beautiful - yet lonely. Drifting and despondent, Light encountered the Dark.

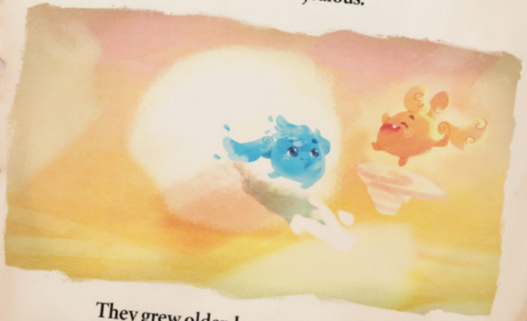


Drawn to each other, they embraced and were t
never part again. Such a pure love, and so mark
this new beginning.

Who wrote this book?

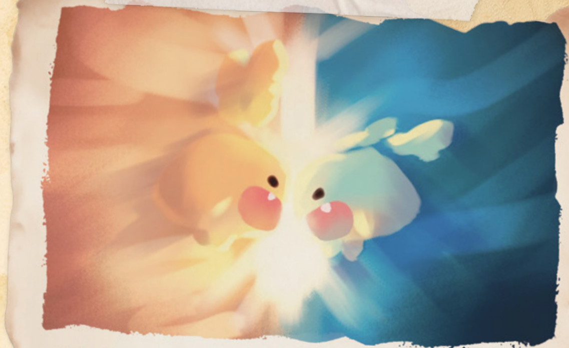


Their first children were born: Wind and Wave. A set of siblings so enchanting it made even the stars jealous.

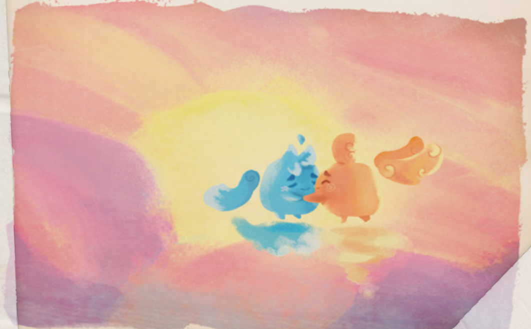


They grew older, larger, and stronger, beginning to play together.

Are there other children?



But this does not come without quarrel. Even their smallest of tussles caused floods and hurricanes, but when they made peace, the seas lulled and the howl became but a breeze and calm would return to the earth.



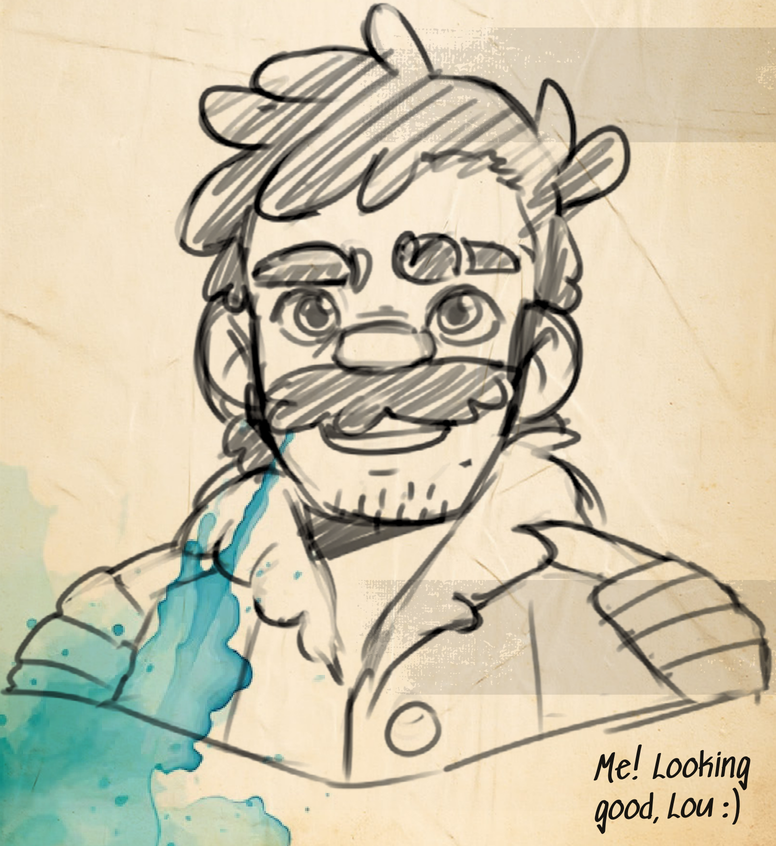
This fairytale seems more significant than I thought.

One day, not long ago, Wind and Wave fought so fiercely, it conjured the mightiest of storms. Wind could no longer bear the pain and fled. The sea roared, and the sky darkened…

Could the current changes in climate be tied to this?

My Crew

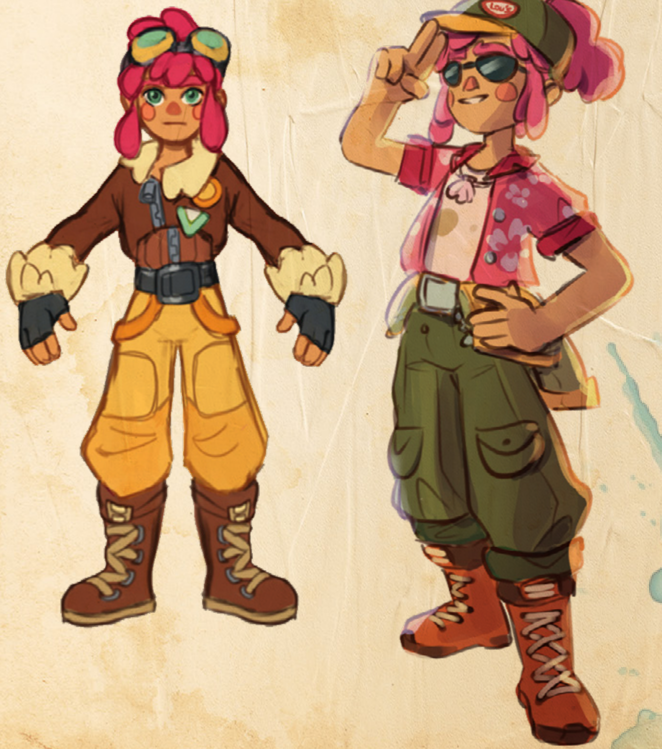
A pilot needs his crew, and these folks I could never do without. Each fulfills their role, from engineering and providing us with provisions to keeping everybody on their toes - god forbid it might ever become boring on my island!



Me! Looking good, Lou :)

My 'Little Pilot'

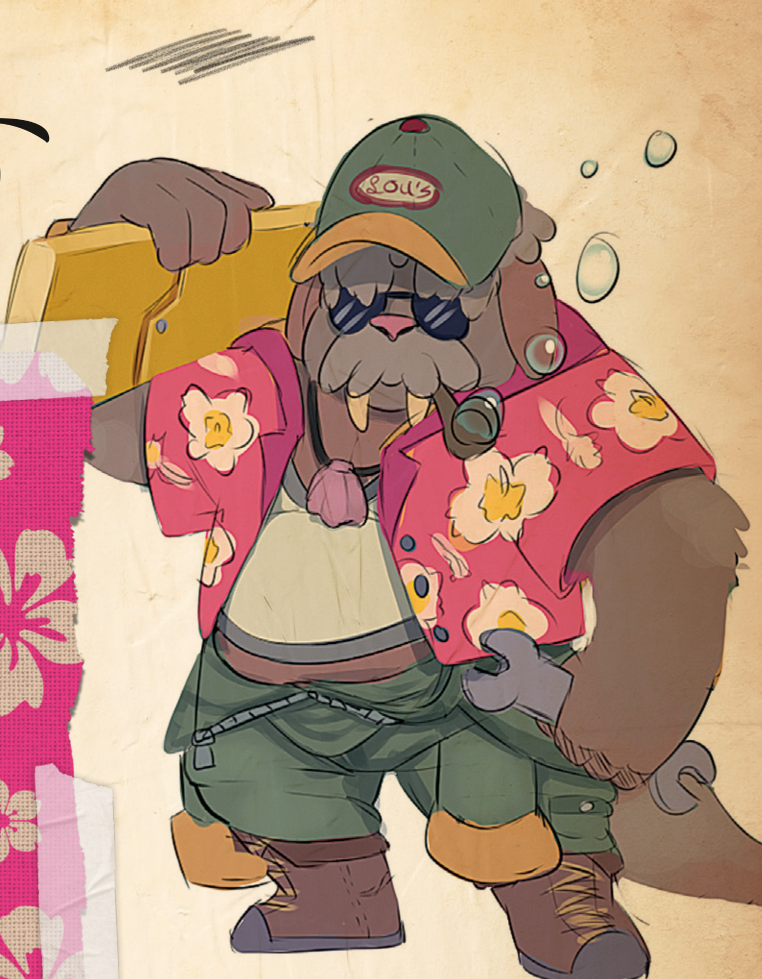
Well, someone will have to step into my shoes one day, and I couldn't be prouder of the little one (after all, I doubt anyone has ever gotten their pilot's license at a younger age!)



They're still a bit rough around the edges, but working under Jackie on the Elizabeth is the best way to learn the ropes and take on real responsibility

Hefti

(Tuskfinn)



The reliable rock in the surf.

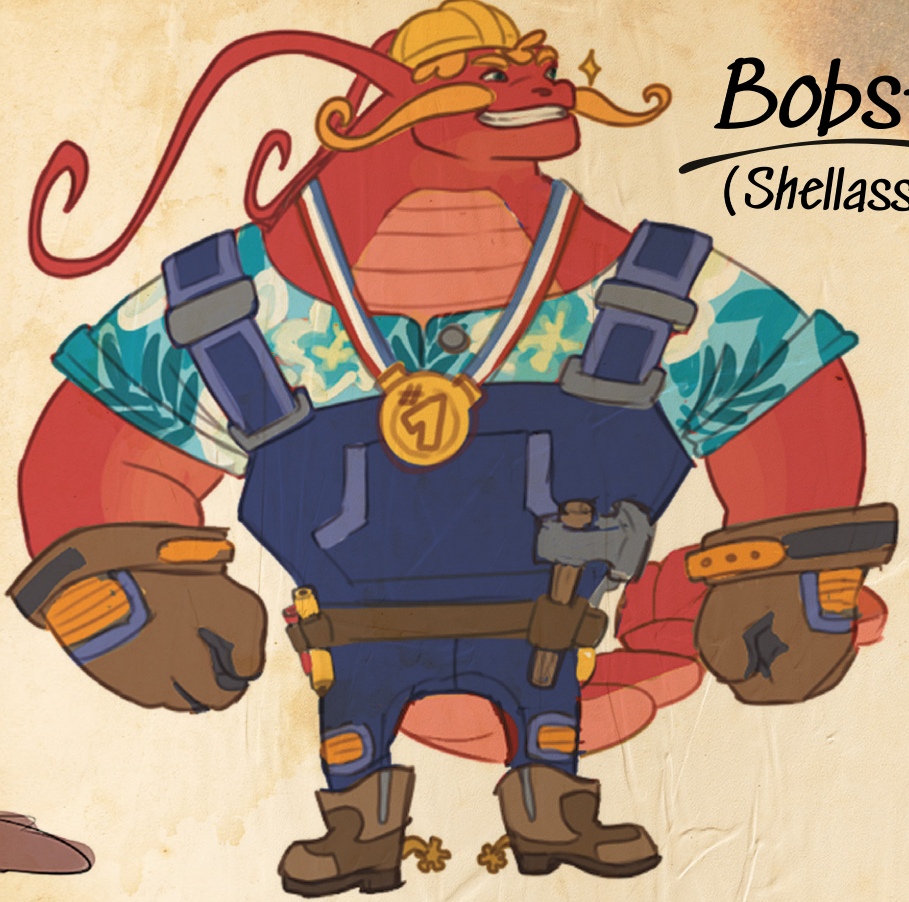
If anything ever happens to me, I know he will take care of my island and the little pilot.

Even though he hates the smell of machine oil, he's the best mechanic one could imagine. Without him, I would have never managed to take care of that pirate menace, and if I'm being honest, our delivery service wouldn't run as smoothly as it does.

If I'm ever worried, I know I can lean on his shoulder.

Bobster

(Shellassian)



Bobster is a master builder—in theory, at least, since he never manages to even start!

Well, I think deep down he's just that scared little shellassian boy he was when his fellows bullied him for his weak stature. He took that to heart, now maybe we can manage to give him the confidence to actually start building instead of just boasting and leaving the work to others.

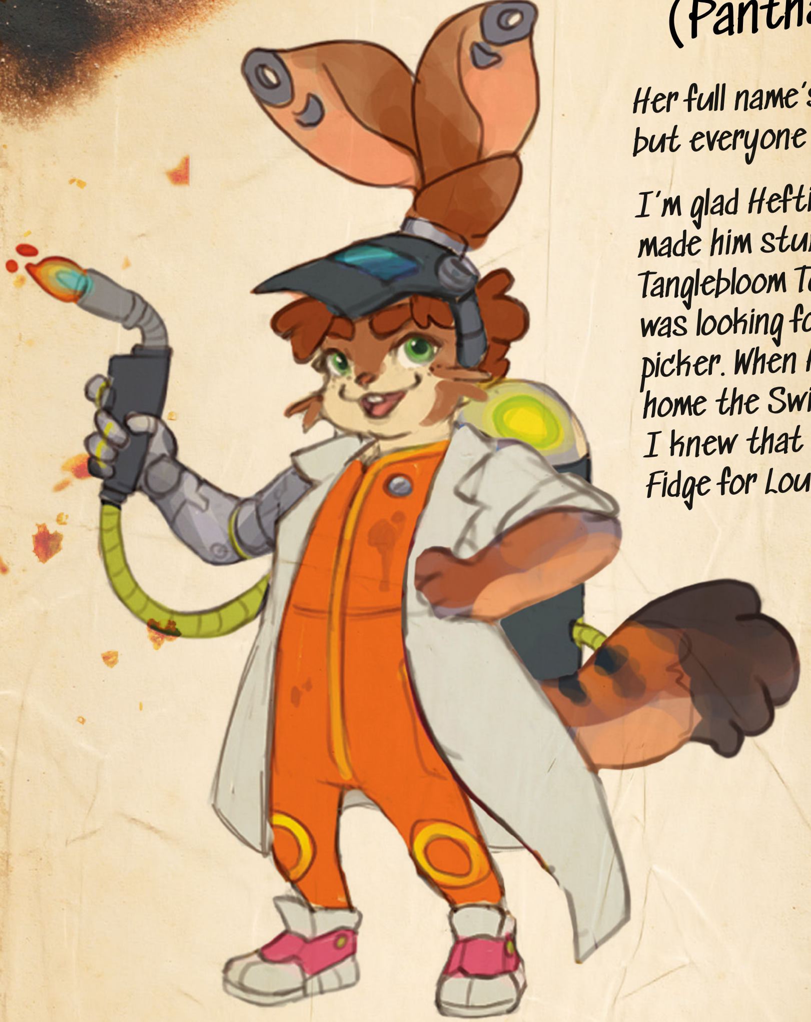
(Who knows, one day he might even dare to speak to Jackie—time will tell.)

Fidge

(Panthare)

Her full name's Fidgety Crank, but everyone calls her Fidge.

I'm glad Hefti's stomach made him stumble into her in Tanglebloom Town when he was looking for a zanana picker. When Hefti brought home the Swirler instead, I knew that we had to hire Fidge for Lou's Delivery.



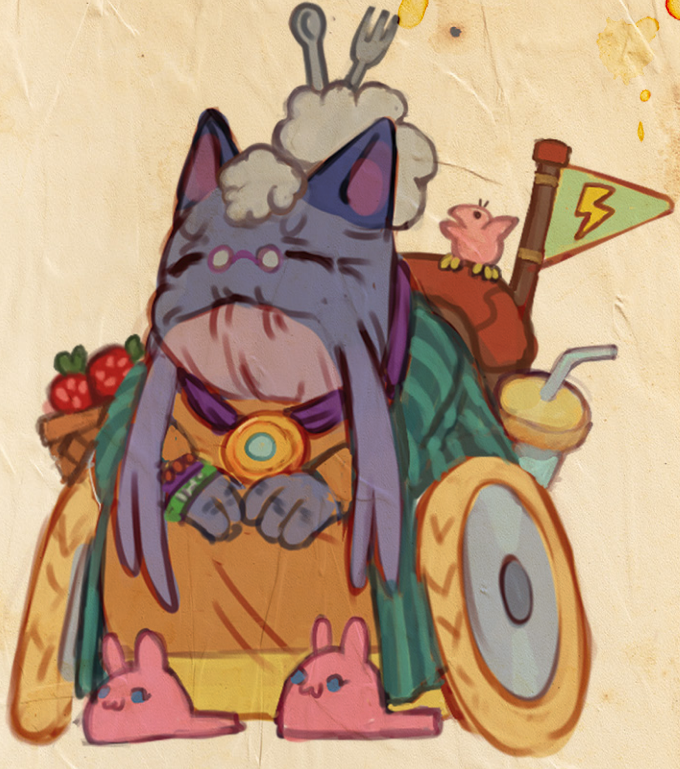
She's a (slightly) mad genius and wasn't discouraged by losing her arm in that blasted (literally) accident—those "non-lethal" projectiles turned out more lethal than she expected!

She often gets sidetracked, but she does have extremely useful ideas... I am not sure about those automated factories she keeps talking about lately, but I guess we'll have to wait and see.

Granny

(some kind of cat... fish?)

Granny's
Zanana Curry!!
♡

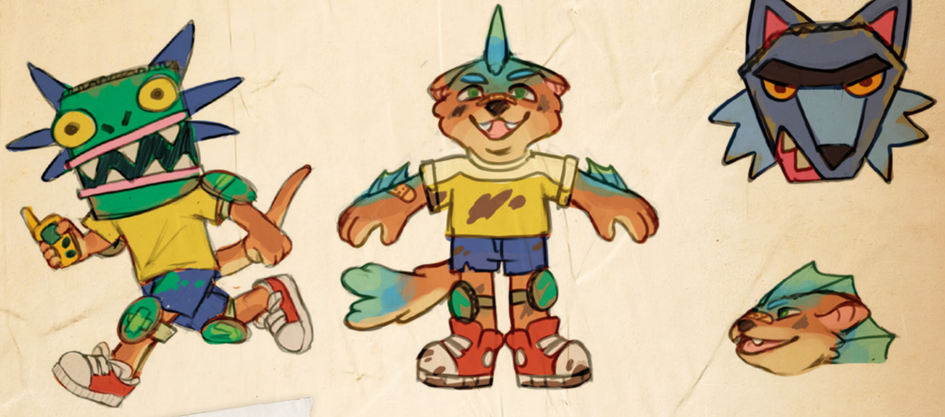


The heart and soul of our little island community. Without her, we all wouldn't get along as well as we do... and we'd certainly be way more hungry than we are.

Yes, she gets caught up in telling her stories sometimes, and leaves me confused more often than not (what is that about a toy arrow to the knee?!), but nothing feels better than getting a pat on the head and a good bowl of Zanana Curry from Granny!

Clip & Clap

(Dwagoons)



The little rascals! I found them clinging to a driftwood raft in the middle of the ocean! They can't remember where they came from or who their parents are (or don't want to remember?), but I'm glad that Granny is taking care of them.

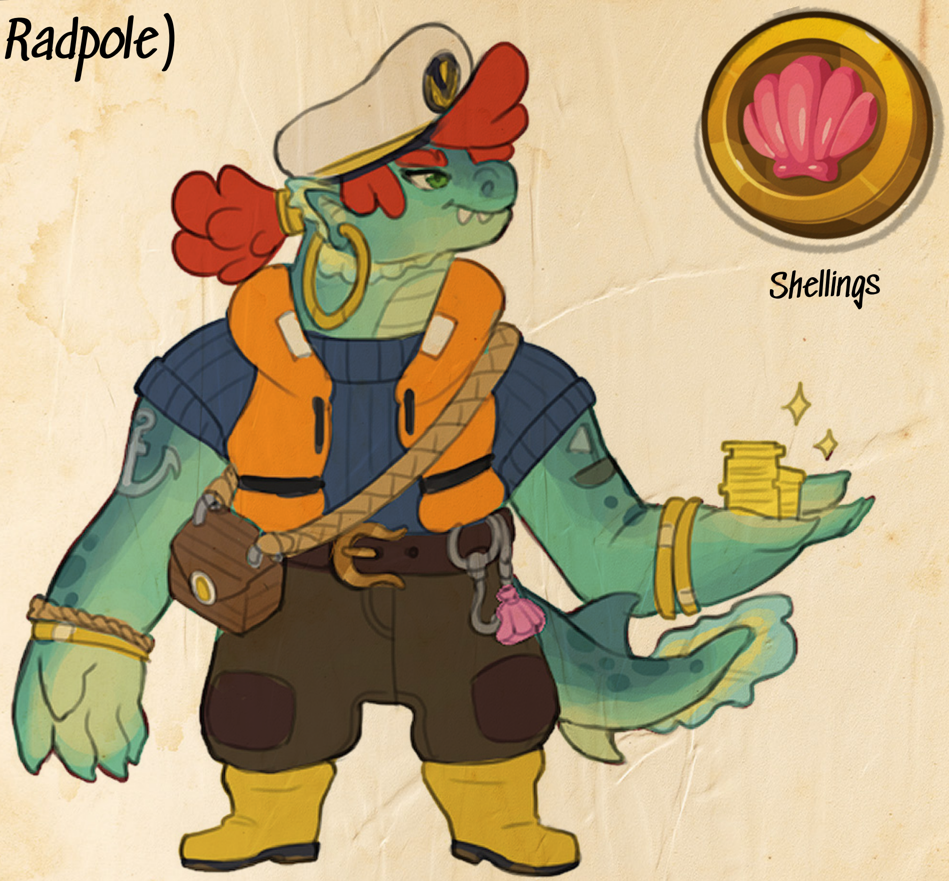
They have nothing but nonsense in their heads, though I have to admit life on the island has become more "adventurous" since they've been around. Clap appears to be rather brave, but lets himself get pushed around, with Clip being the brains behind their mischief.

Note to self:

Teach them how to build a sturdy raft!

Jackie

(Radpole)



Our good old friend Jackie. She knows the seas better than anyone, and when I left the little pilot with her to gain some experience, I had no doubts whatsoever that Jackie would be the right person for the job.

After all, her more adventurous days are in the past, and she prefers carrying goods and people from island to island nowadays. Still, she will always be her old honest self, so don't expect any sugarcoating.

Me and Benoit

Benoit de Bon Air

(Charney)

Poor Benoit still holds a grudge because I beat his score back at the flying academy. Okay, in all honesty, we scored exactly the same, and it's still vexing even to me.

I quite enjoy the friendly competition with him, especially if it keeps old me from getting rusty. Some day we've got to settle the score for real, though. If Benoit thinks he can beat me, he's welcome to try. And if he can teach the little pilot some tricks in the process, even better!

Actually, that gives me an idea...

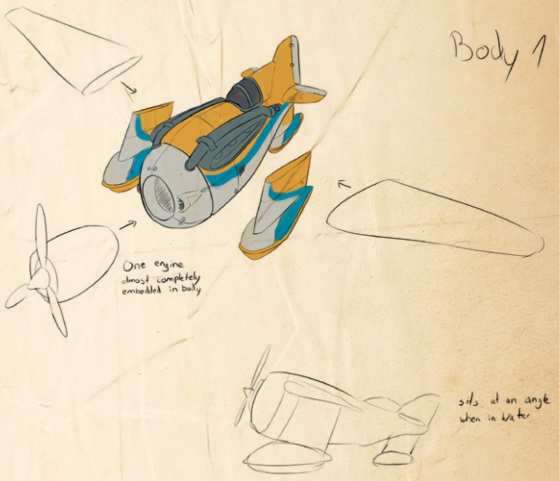
My Plane

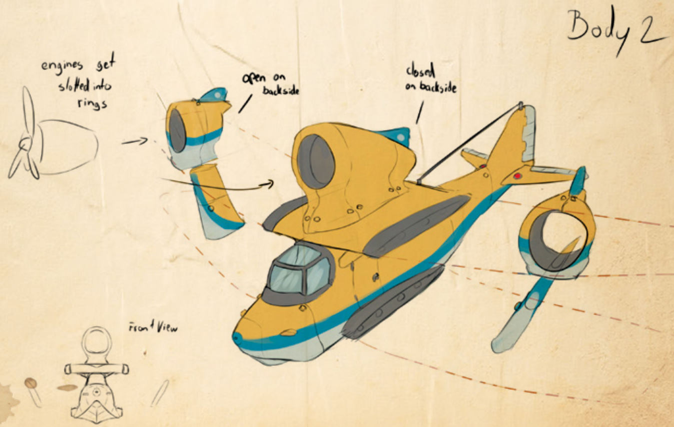
A pilot without a plane? Unthinkable! This one is my one and only, and I know she will carry me wherever I need to go. I do have a few ideas for making her more... unique, though. Let's see what Hefti can whip up!

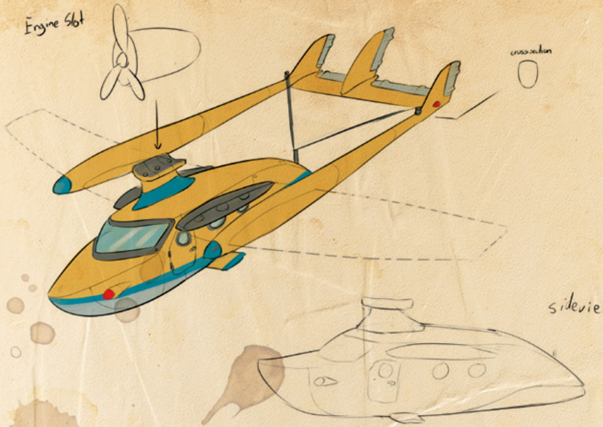
Fuselage

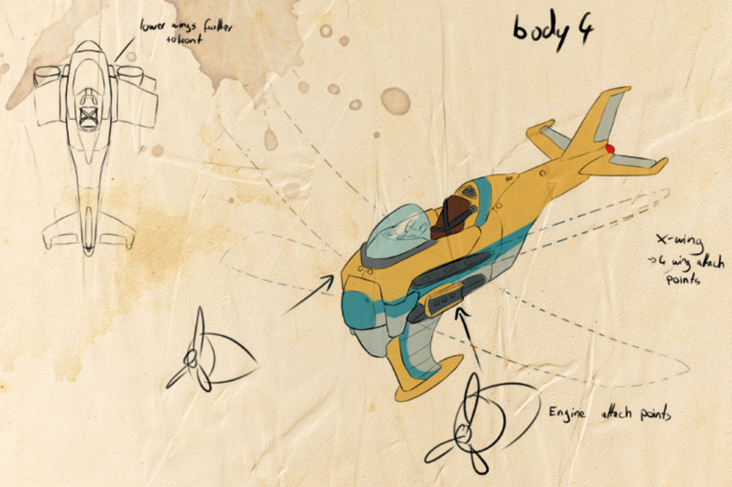
As the plane's true heart and soul, altering it completely changes its character.

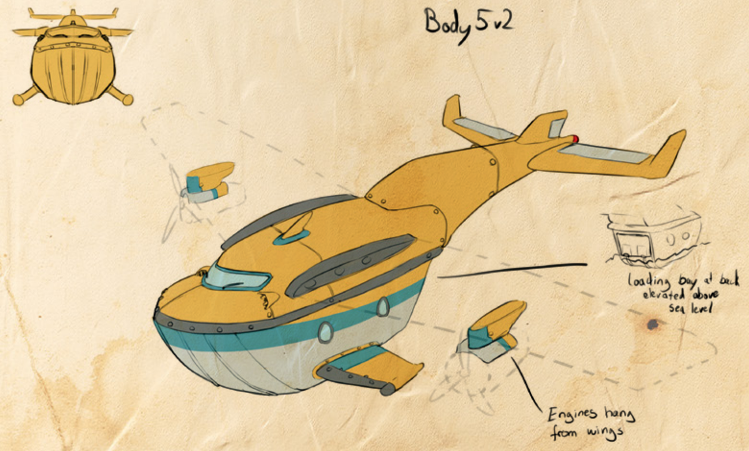
From a sleek speedster to a leviathan cargo plane, the possibilities are endless.


Body 1
One engine almost completely embedded in body
sits at an angle when in water


Body 2
engines get slotted into rings
open on backside
closed on backside
Front View


Engine Slot
cross section
sideview


lower wings further to front
body 4
X-wing
->4 wing attach points
Engine attach points

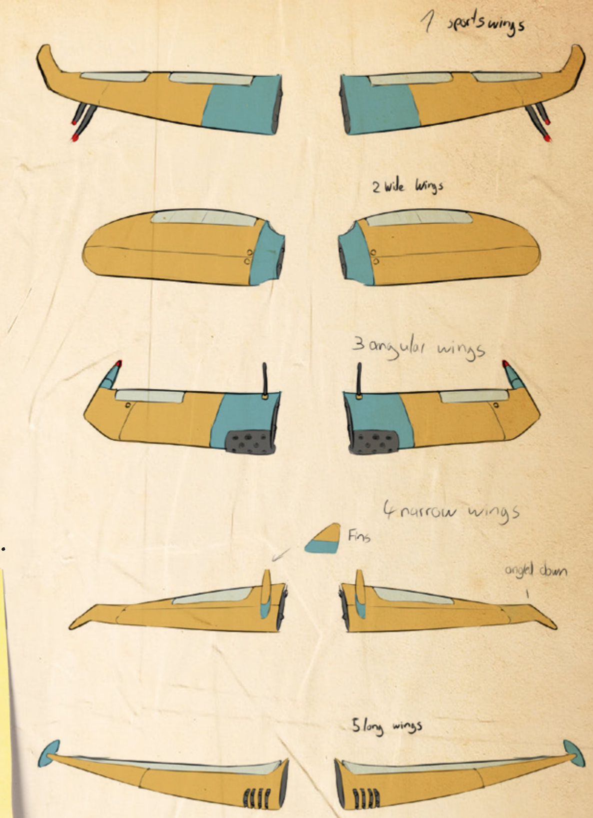

Body 5 v2
loading bay at back elevated above sea level
Engines hang from wings

Wings

The wings are necessary to carry us far and wide—but there is a surprising flexibility in design! Some folks prefer a more chunky look (I think it exudes a feeling of safety), others look to improve aerodynamics with a more streamlined design.

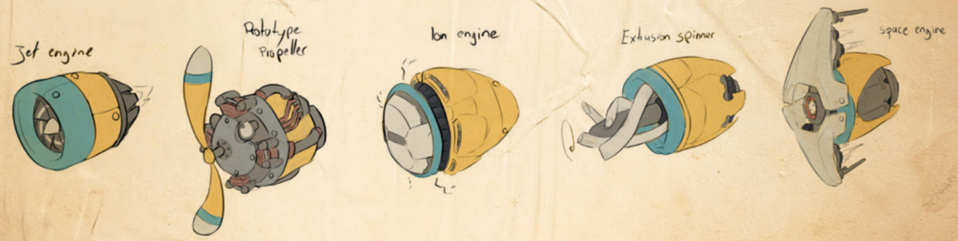
Note to self:

Clip and Clap seem quite fascinated with the spare propeller—ask them what's up with that.


1 sports wings
2 wide wings
3 angular wings
4 narrow wings
Fins
angled down
5 long wings

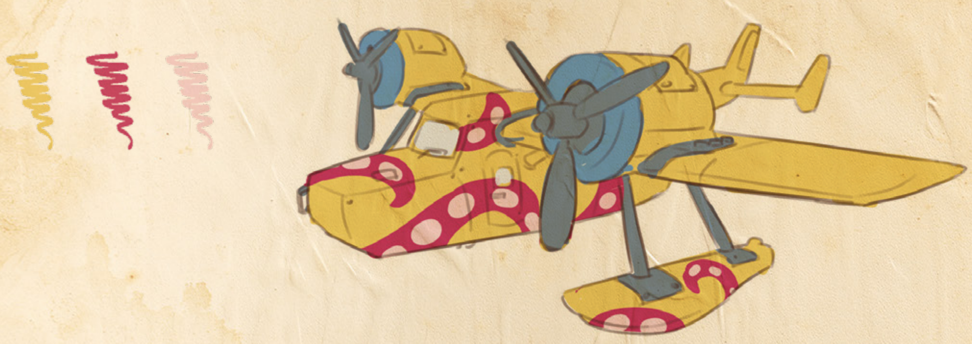
Propeller

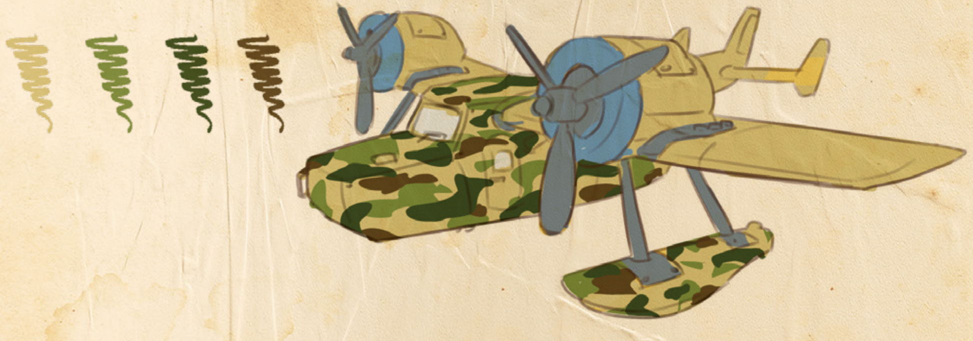
They're what drives any good plane forward. Thanks to Fidge's clever engineering, propellers no longer have to be the classic three-bladed shape anymore.

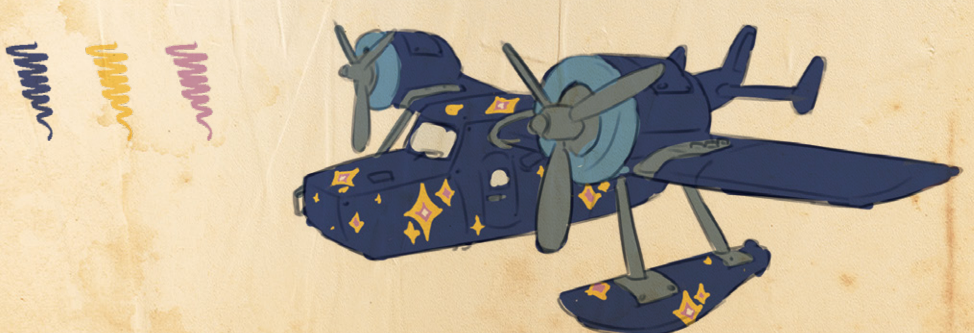

Jet engine
Prototype Propeller
Ion engine
Extrusion spinner
space engine

Paint

With the paint, a pilot can really express their style and principles! I prefer a good old reliable stripe design and a yellow coat of paint that stands out against blue skies. But I've seen pilots go for flower designs, flames, or even paint their plane like a monstrous creature! Whatever floats your plane, as I like to say.

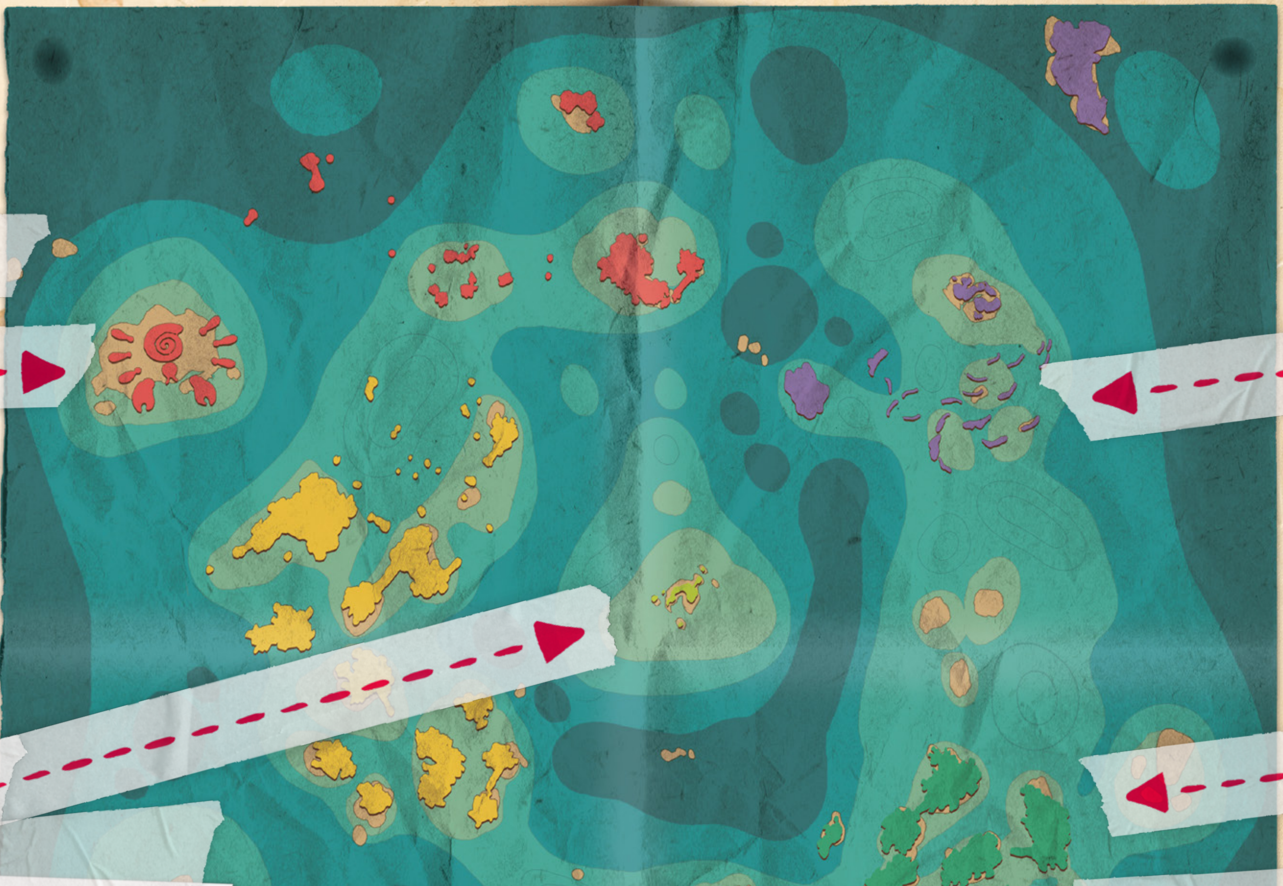






The Limbo Archipelago

My home! Here's a map of the places I've been to so far.



Boulderia

Might seem like a volcano from afar, but is actually a huge conch, as Boulderia lies on the back of a giant crab! Does this even qualify as an island then? Anyways, this is a rough place, hot and rocky, but it does reveal its charms once you take a closer look.

Lou's Island

Yellow beaches, lots of palm trees, and a refreshing waterfall. The perfect little place to call my home. Guess I hit the jackpot when the island was signed over to me after we got rid of the pirate menace.

Gleam Reef

A vibrant coral paradise with inviting spots that beg you to jump into the refreshing blue water. Visiting it at night is absolutely worth it, for most of the corals light up then and show the true extent of their bio-luminescent beauty.

Tanglebloom

Actually an assembly of multiple islands, with the buzzing Tanglebloom Town in the middle. The surrounding islands are mostly lush green jungles and uninhabited, but it's rumoured something ancient and mysterious is hidden there.

Lou's Island

My plans for the island

The people of the archipelago bestowed this land upon Hefti and me, after we were able to fend off those pesky sky pirates. It's truly a paradise, and I hope we can grow it to more than just a nice place for our business.

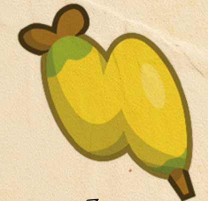
Eventually I hope to gather some of the brightest and kindest people of the Limbo Archipelago here, with the common goal to ensure our archipelago is safe and can prosper. We already took in Granny as well as Clip and Clap, and lately also Fidge and Bobster. Our island community is growing!

Can't wait to invite my little pilot over when we're done.

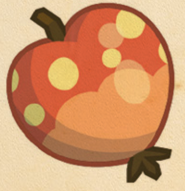
Local flora

There are two plants native to the island that grow in abundance—zananas and heartberries! A perfectly delicious duo, especially when combined into Zanana Curry, Granny's signature recipe! I love its slight tickle on the tongue!

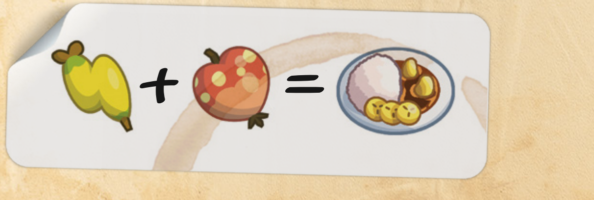
I've also found some nuts that look tasty, but they are hard as rocks and I haven't found a way to open them yet.



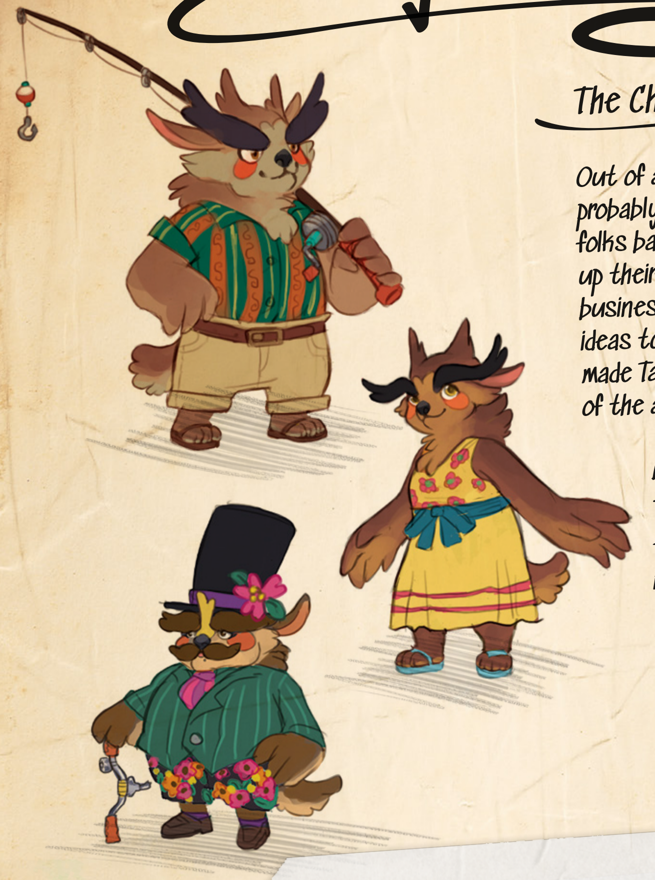
Zanana



Heartberry



Tanglebloom



The Charneys

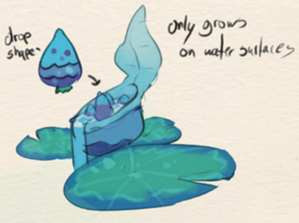
Out of all the island folks, the Charneys probably remind me most of the human folks back home. They love trading, setting up their little shops, chatting about business all day, and pitching their new ideas to you. No surprise, really, that they made Tanglebloom Town the cultural capital of the archipelago!

Engaging in the hustle and bustle of the city feels incredibly energizing. If a Charney ever asks you to partake in one of their business schemes, you should absolutely agree. It might not always be worth the outcome financially, but there's nothing better than watching them getting all excited about their newest idea and seeing it succeed.

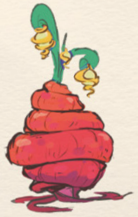
Local Flora

The lush jungles are home to a lot of different plants—from heartberries to fluffy, cloud-like plants. Two of them really stand out: I've never seen a plant that seems quite as energetic as the spinfruits, constantly swirling around. They have a hard core that the Charneys use to make flour!

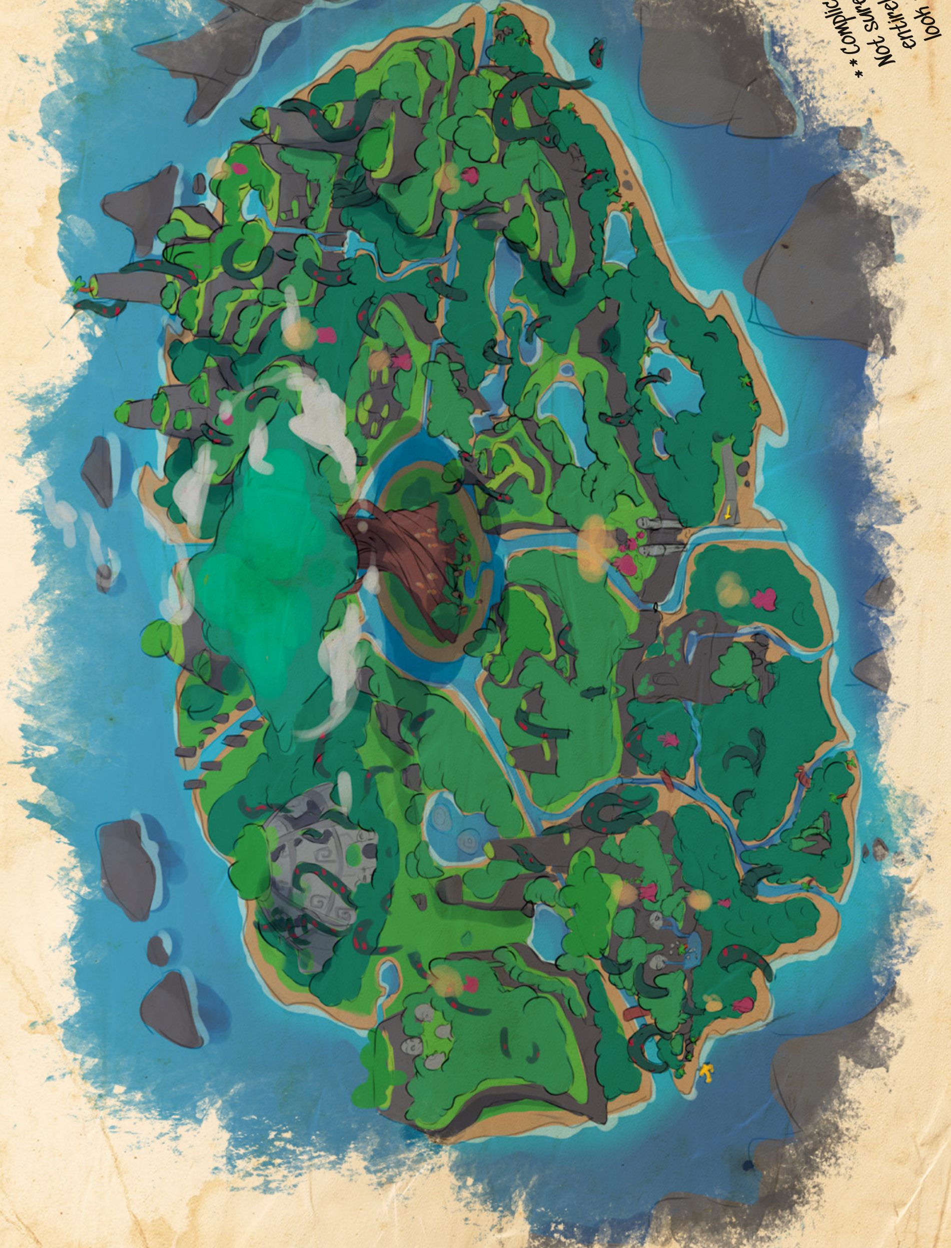
One of the other plants looks really strange. It is shaped exactly like a toilet bowl! The locals told me it's called "Waterberry," though, and it is used to rehydrate the big leaves in the jungle whenever they dry up and shrivel.


drop shape
only grows on water surfaces

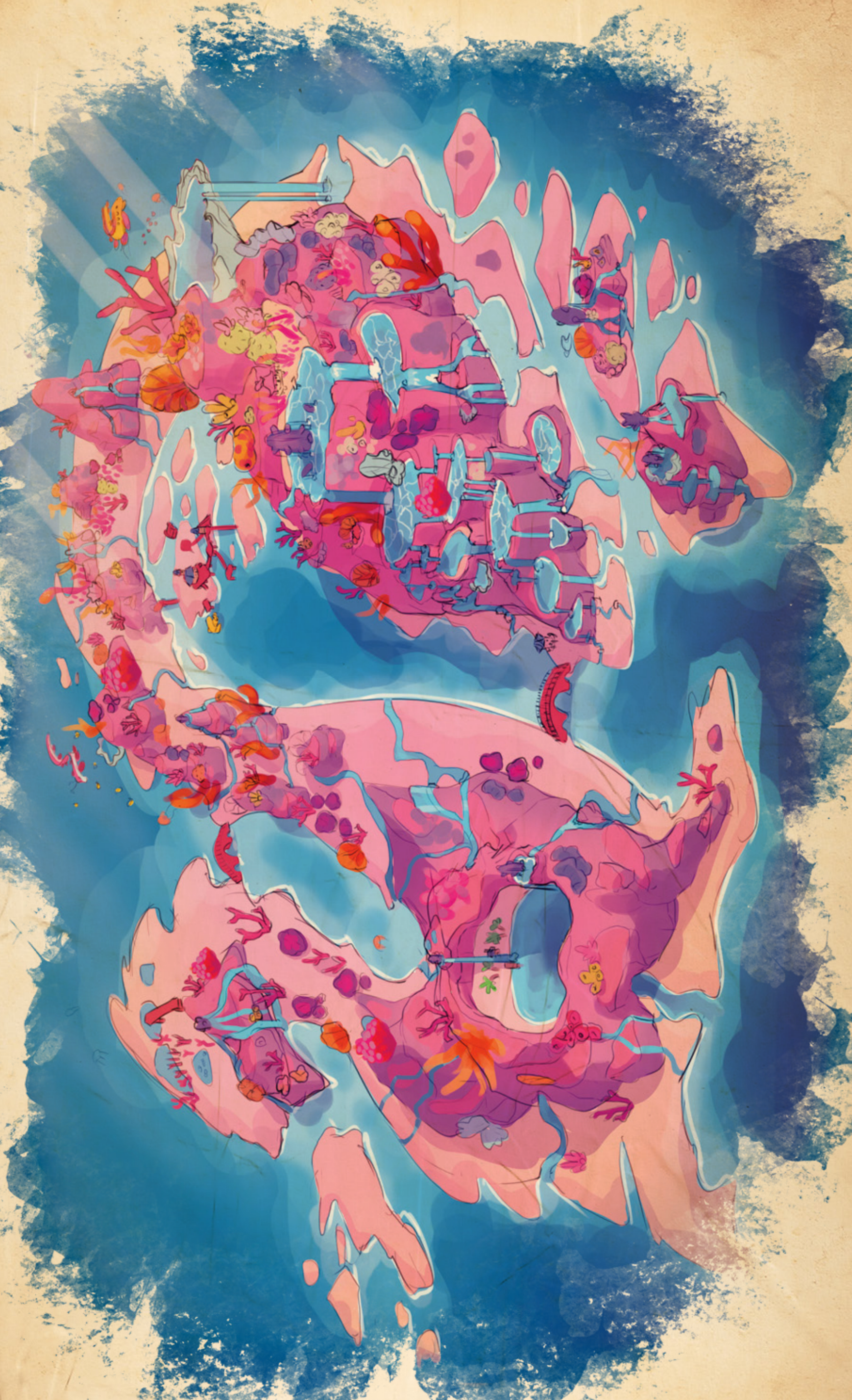
Waterberry
(aka Toilet plant!)



Spinfruit



** Complicated place, this.
Not sure that this map is
entirely accurate now I
look at it, I may have to
revisit it soon**



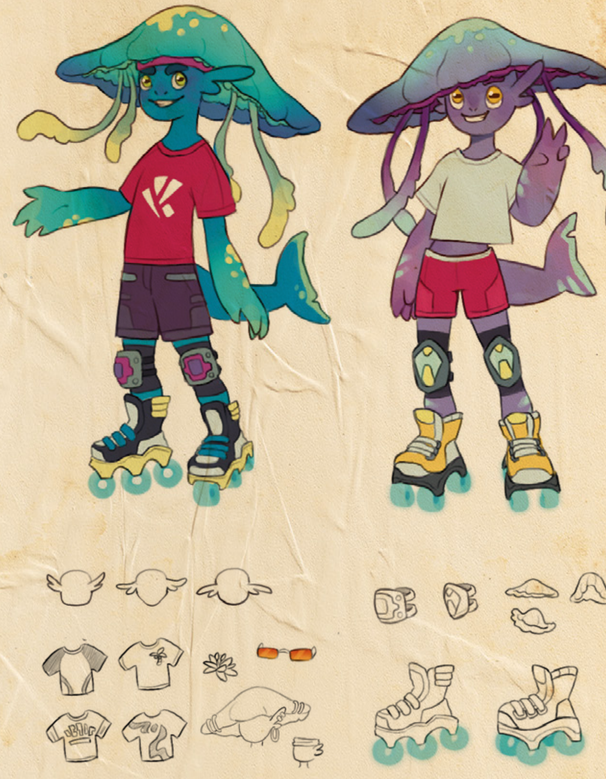
Gleam Reef

The Vooi

Rumours say that Gleam Reef was actually an underwater city for a long time before the island rose, which probably explains why its inhabitants look so aquatic. If you ever need a real vacation, take it on Gleam Reef. No one's as "chill, dude" as the Vooi. They just go with what they call the "Flow" and take life one day at a time.

If you're here, take the time to enjoy the music they blast through the big speakers here all day, and make sure to visit the half-pipe and watch them skate!

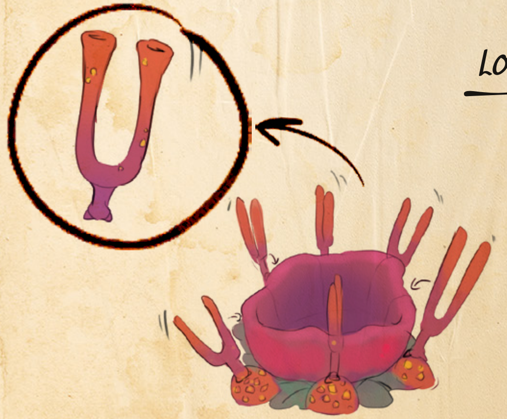
Oh, and if you ever feel like a Vooi is in a bad place and they just tell you that "it's fine", make sure to help them. They want for nothing and are notoriously bad at asking for help!



Local flora

A closer look at the local plants reveals why the Vooi are so fascinated with soft tunes and blasting beats. The groove herbs sway in the wind like dancers, and as a resource, it has a very energising effect.

Pulsitium is said to be the natural plant that tuning forks are modeled on, and the Vooi still use them to bring things back in tune when needed.



Boulderia

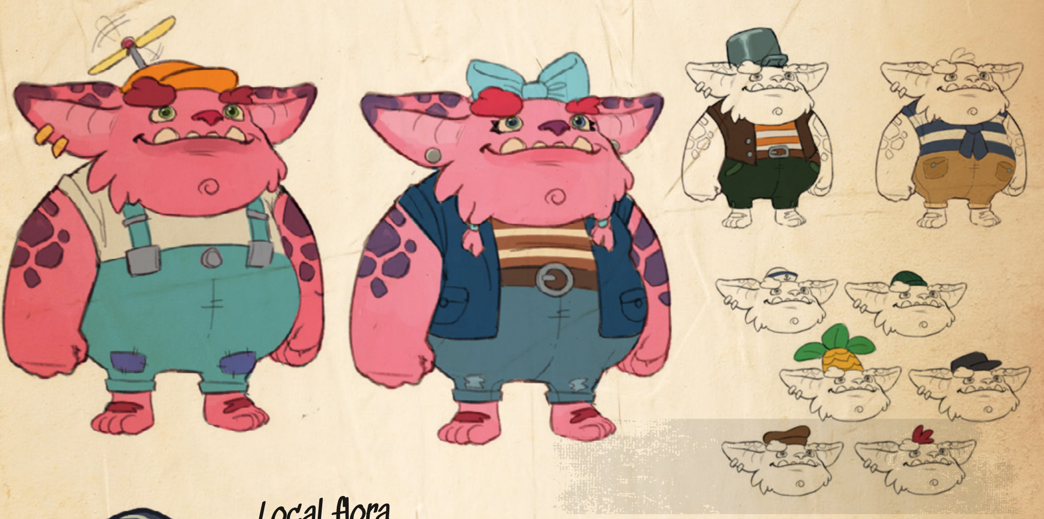
The Gorplins

Small, grumpy, and industrious!

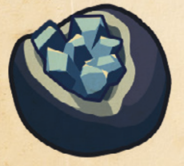
Most of them are miners, and they are really making the most out of this confined space (the crab tends to dive down sometimes, worsening that problem). Though I believe it is indeed the limited space that accounts for their competitive nature. The Gorplins work hard because they believe they need to justify their presence on the island.

Their main line of business is the "sugarcrystals" that grow in abundance on the island. They mine them and they eat them in incredible amounts. Their stomachs are so robust, they even eat wood! That's because very little else grows on the island.

So, if you're offered anything to eat on Boulderia, best think twice before you accept. I hear their burgers are really good, though.

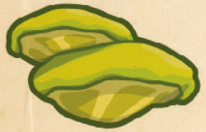


Local flora



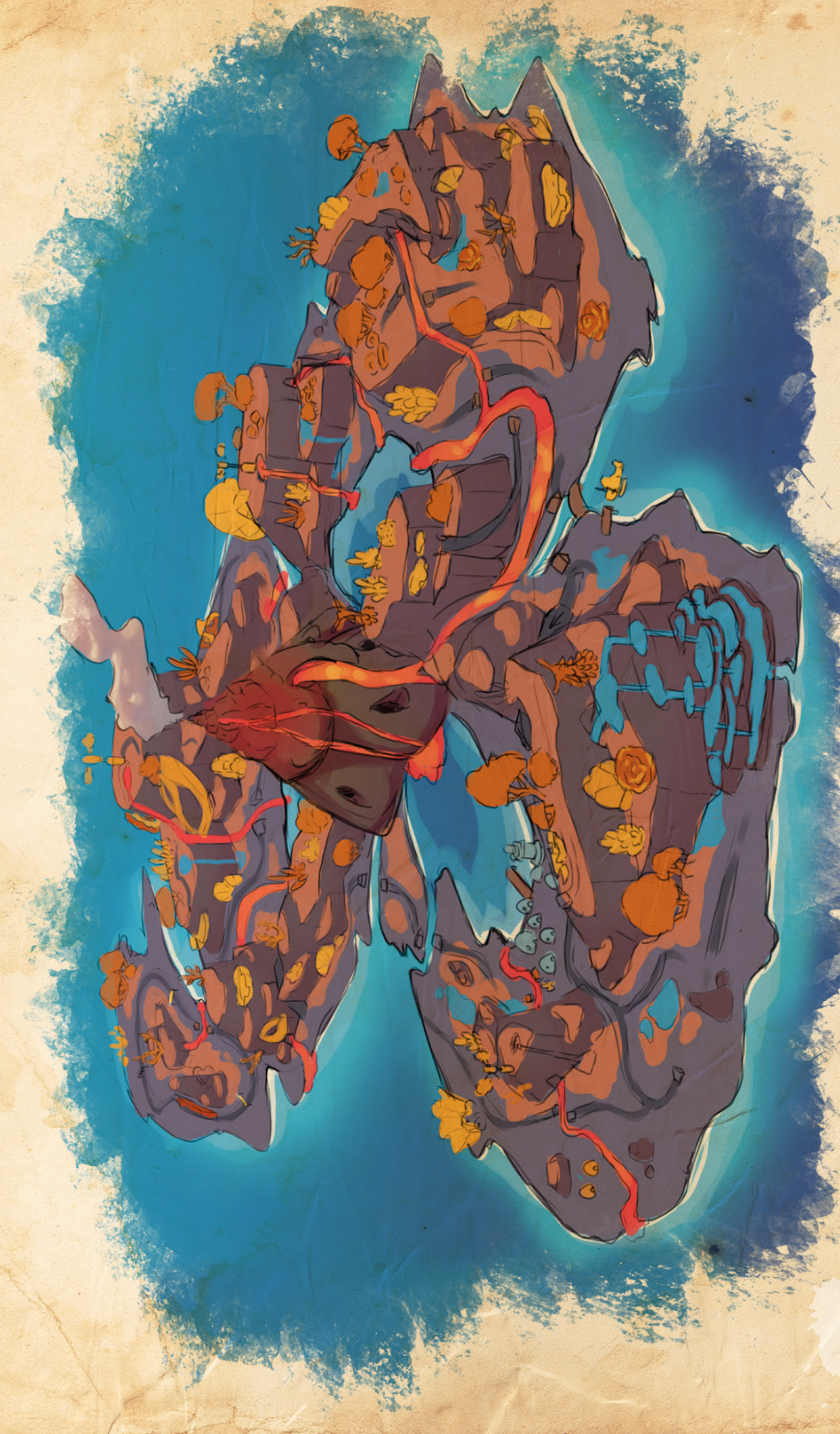
Sugarcrystals

When visiting Boulderia, it is absolutely impossible to miss the huge pillars of blue sugarcrystals that the Gorplins would be unable to live without! I heard that they keep growing back, so what seems like a mineral might actually be a plant?



Limeshrooms

Another plant that seems to be unique to Boulderia are the limeshrooms. No wonder, it seems they thrive in the hot and humid caves inside the conch! For something that grows in such a barren place, they taste surprisingly tangy.

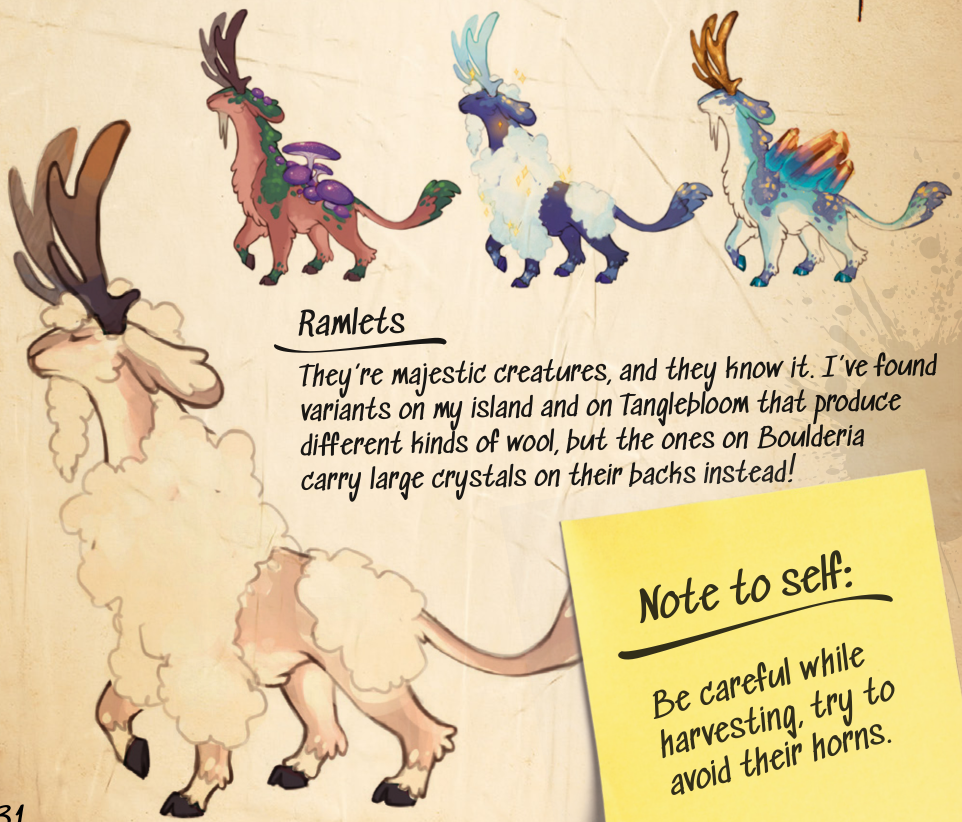


I'm not sure this one's quite right either - should probably have another go when I'm not a few glasses in with Hefti!

Animals

Roaming the islands, I noticed the most interesting thing: Some of the local animals exist in variants! Isn't that something? Those animals adapt to their environment and produce different materials, depending on their circumstances.

Carefully harvested, these materials can be used as resources, and we could make all kinds of things with them... without hurting the animals, of course!

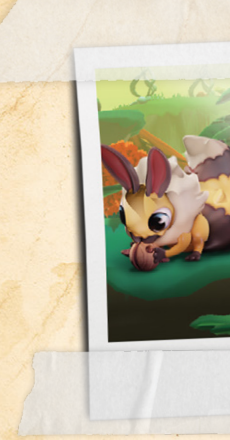


Ramlets

They're majestic creatures, and they know it. I've found variants on my island and on Tanglebloom that produce different kinds of wool, but the ones on Boulderia carry large crystals on their backs instead!

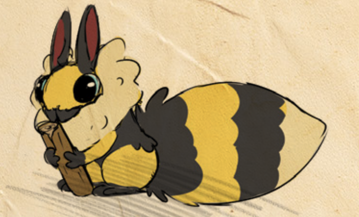
Note to self:

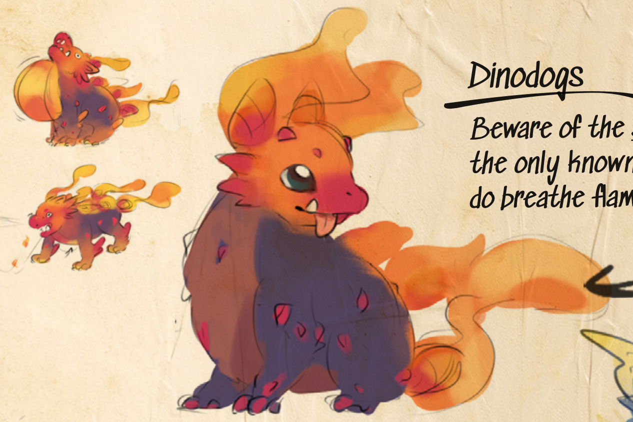
Be careful while harvesting, try to avoid their horns.



Beevers

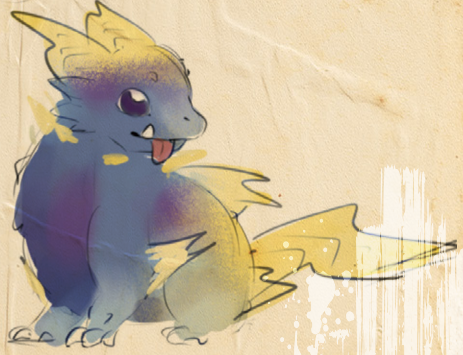
Fluffy and whimsical. I can't deny it, I want to cuddle them! The only problem is, the ones I found on my island and on Tanglebloom are too sticky, and the ones on Boulderia are too oily. I want none of that on my pilot's uniform, thankyou very much1



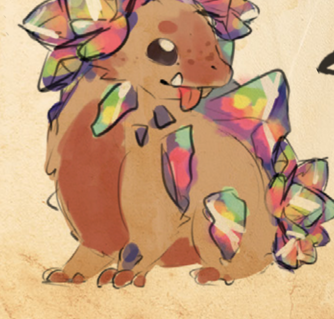


Dinodogs

Beware of the scorchari on Boulderia. They are the only known source of Hotcorn, but they do breathe flames when you come too close!



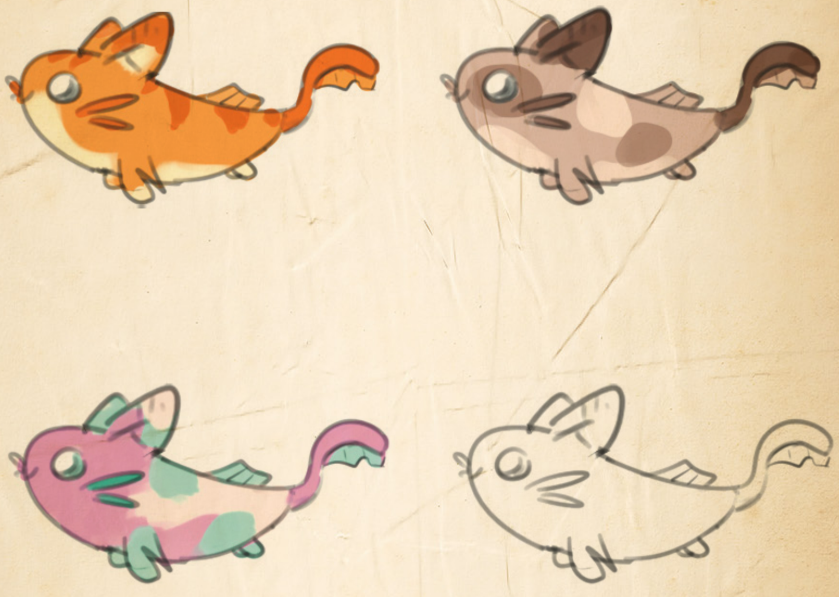
It's clear that the zoomari have been watching the Vooi zip around in their roller skates—or maybe it's the other way around?

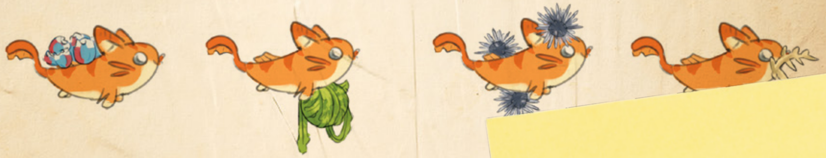


The starlari have little star-shaped crystals sticking to their back that may be a delightful present for good friends.

Purrfish

I've counted four variants so far, but who knows how many there really are? Apparently, their scales are made from rare elements and might be useful, but how would one harvest them?

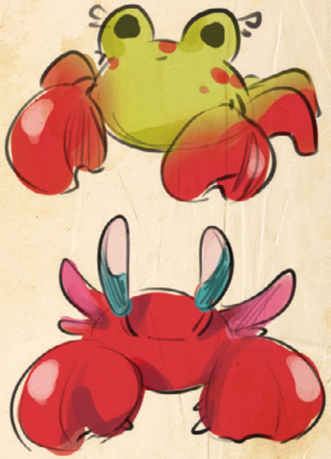




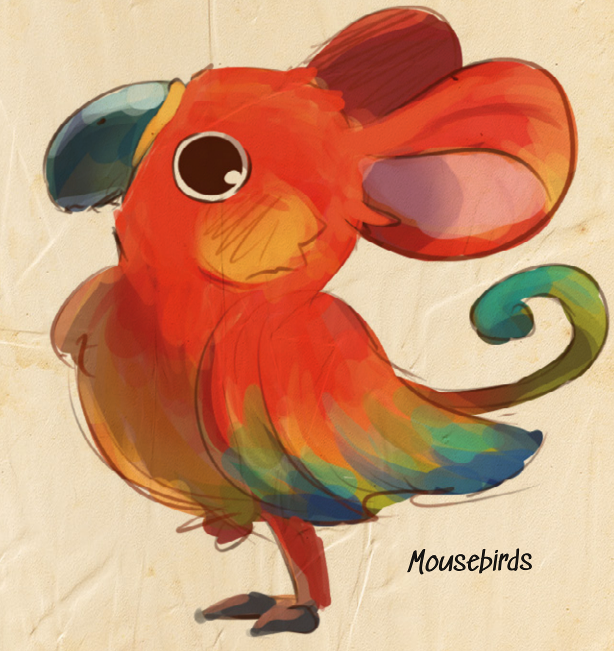
Note to self:

Ask Fidge whether she has an idea on the above

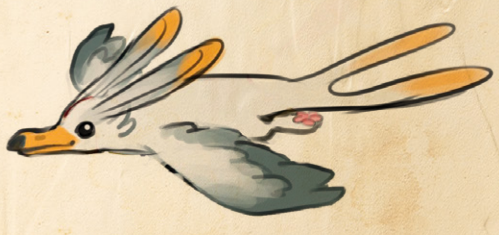
Some more animals I spotted:



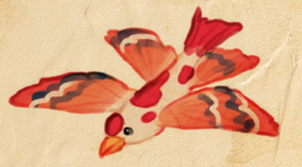
Frogcrabs



Mousebirds



Beagulls



Gadgets & Inventions

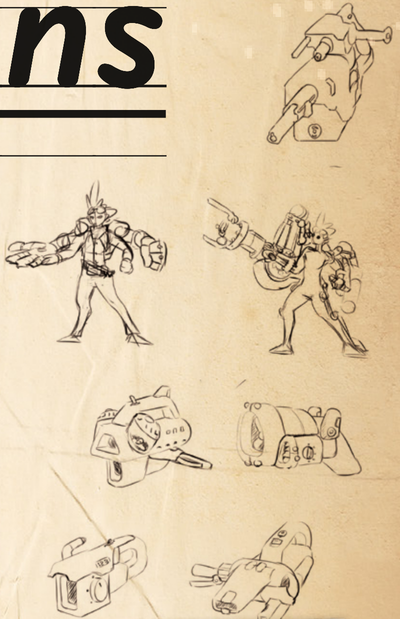
by Fidge

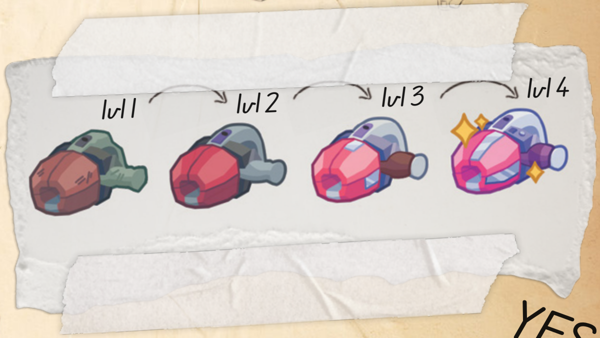
Swirler

If my calculations are correct, this will turn out to be the ULTIMATE SUPERTOOL! By swirling particles and repolarising the beams, I should be able to dissolve all that stuff that's lying around on the islands and teleport them directly into my Zipper! And it should work just as well to spit all that stuff out again.

> Maybe I can try that out on the spinfruit here on Tanglebloom.

>>(I'm also working on a way to make it work underground... "Scooper"?)

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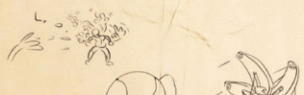
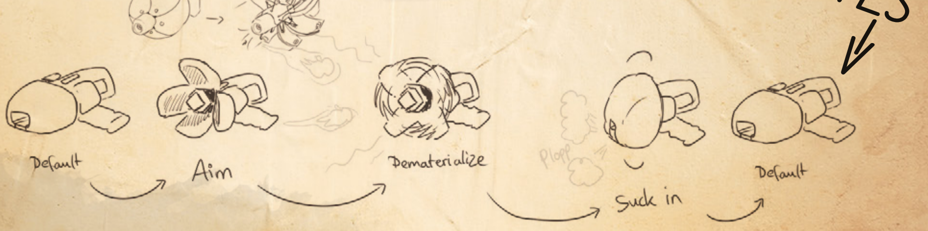
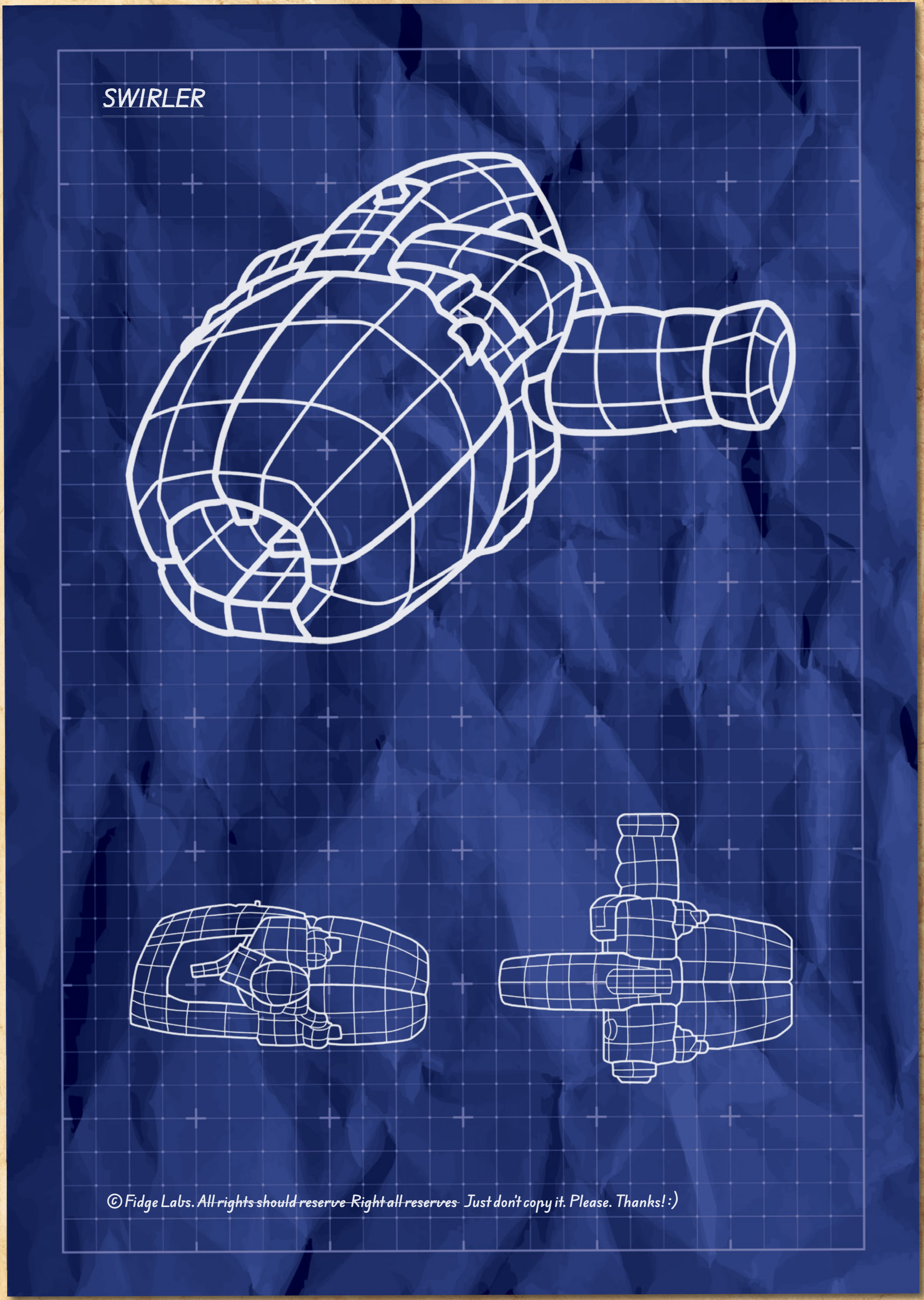



YES
Default
Aim
Dematerialize
Plopp
Suck in
Default



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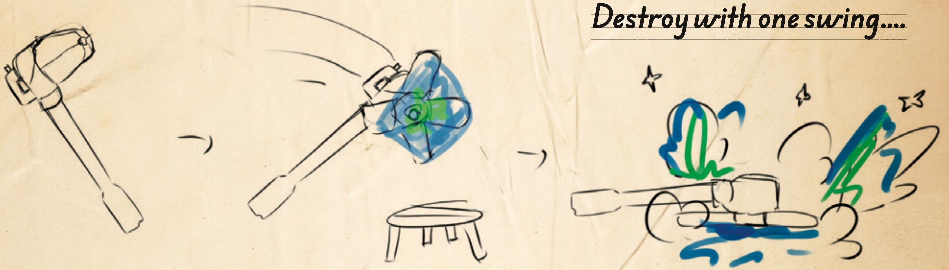
Builder

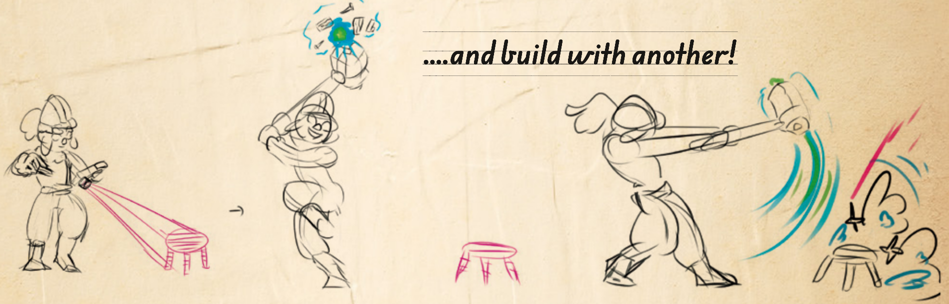
Lou showed me some of his ideas for the islands, and I believe I can make building all of that way easier, using more brain than muscles!

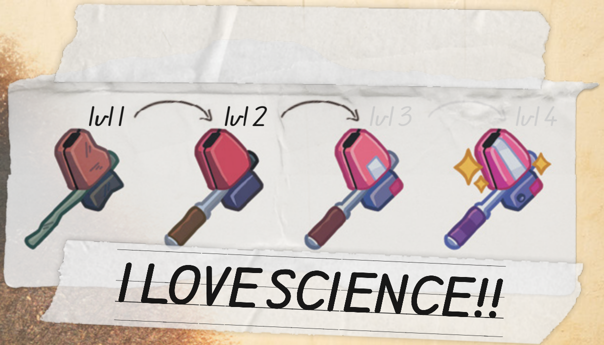
This might almost look like a traditional hammer, but add some STEAM to it and we have the Builder! Uses materials directly from your Zipper to transform them into something that's built to last.

Destroy with one swing....



....and build with another!

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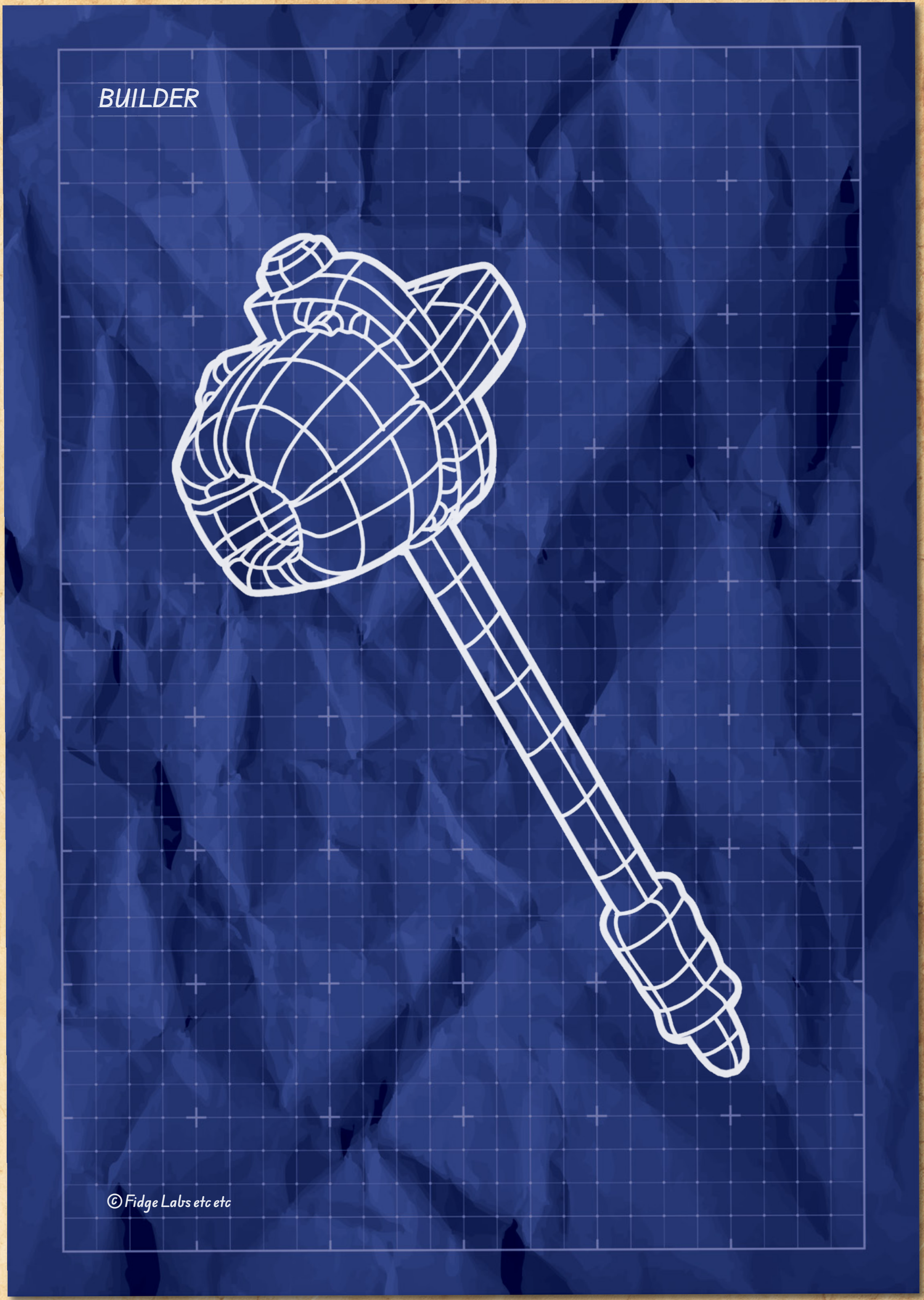
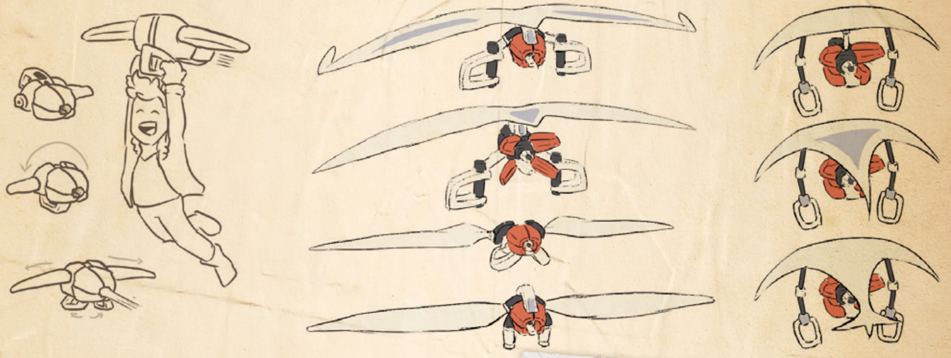
lvl 4
I LOVE SCIENCE!!

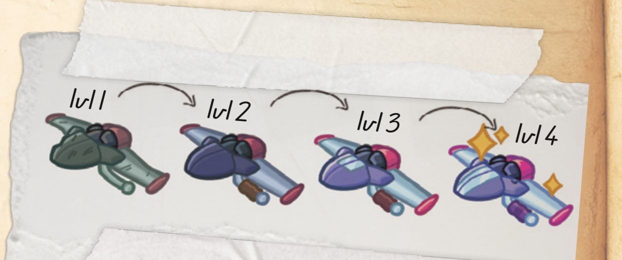

BUILDER
© Fidge Labs etc etc

Glider

Sat down with Granny today and couldn't stop her from launching into another story. This one was actually pretty interesting, though: she talked about places where people spread out artificial wings to glide between tall buildings. It would be ridiculous if I couldn't figure out a way to recreate that.



Swirler materialises a vacuum surrounded by 'heavy air', which causes an updraft. Physics! 👍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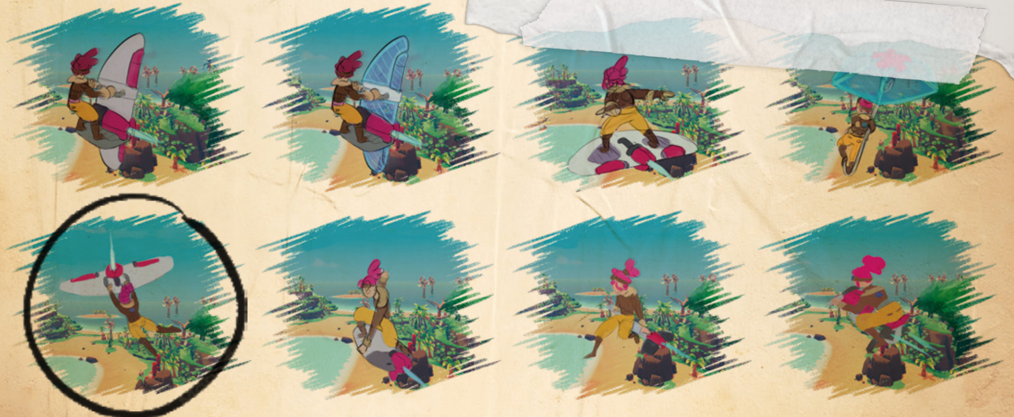
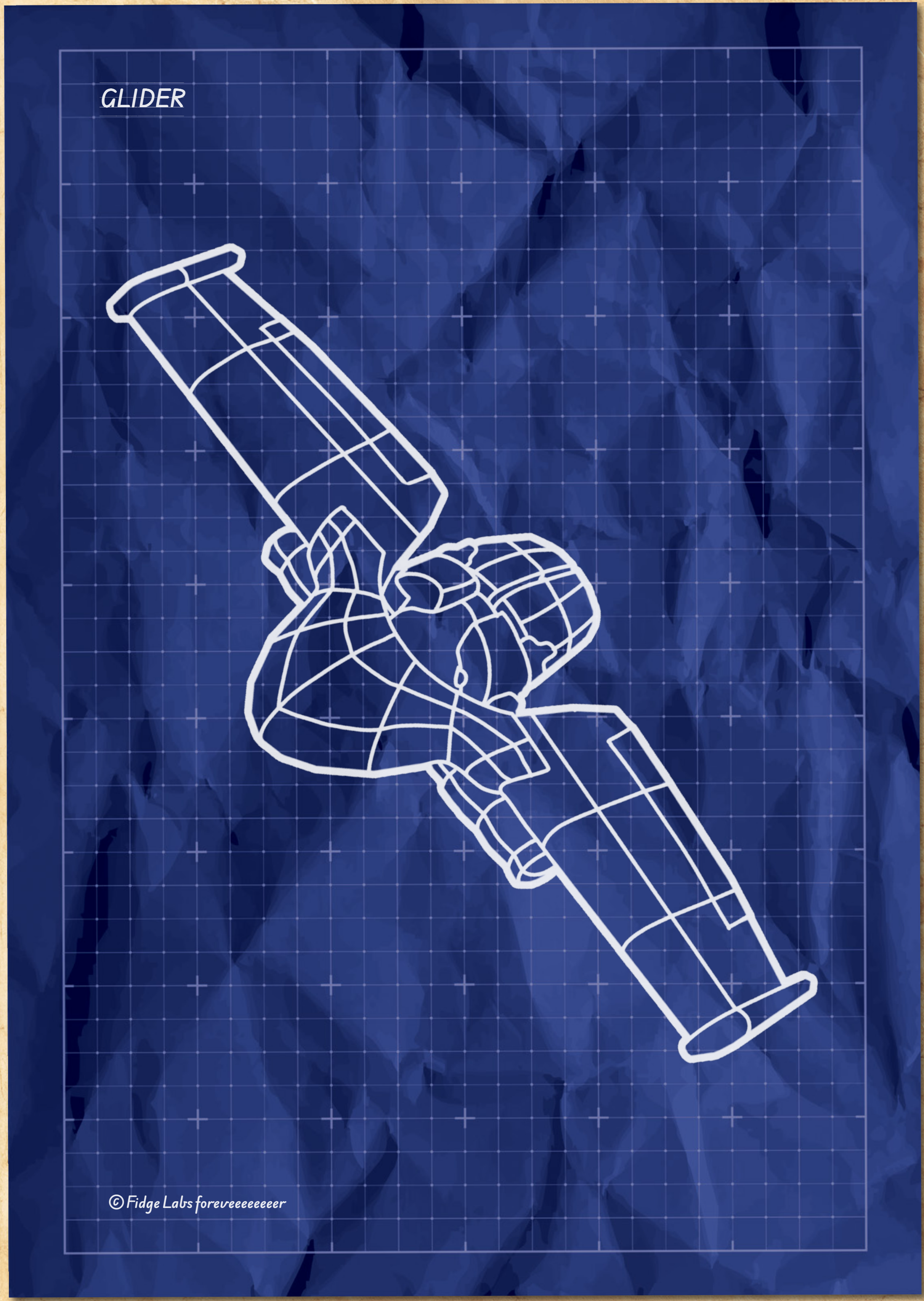


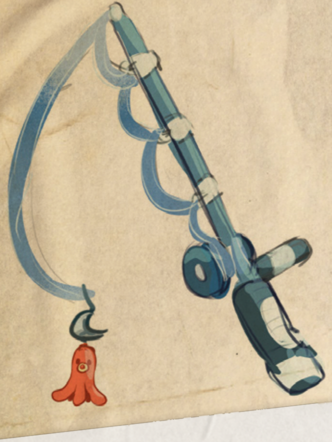
This one

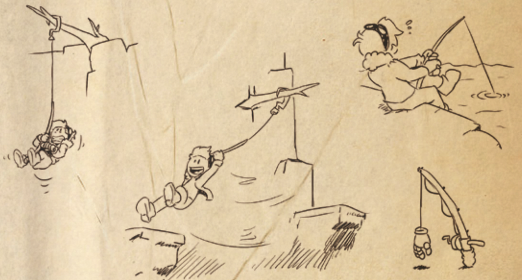

GLIDER
© Fidge Labs foreveeeeeeeer

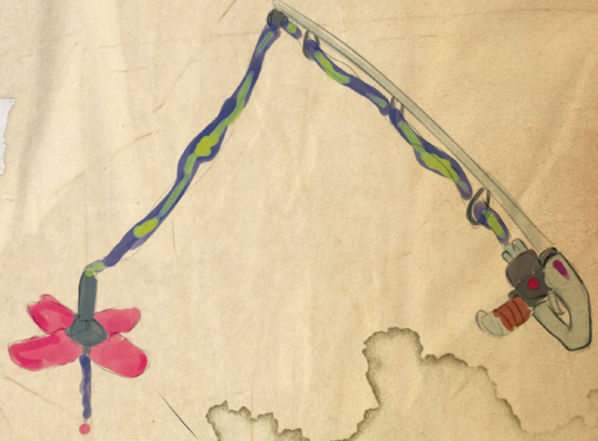
Fishing Rod

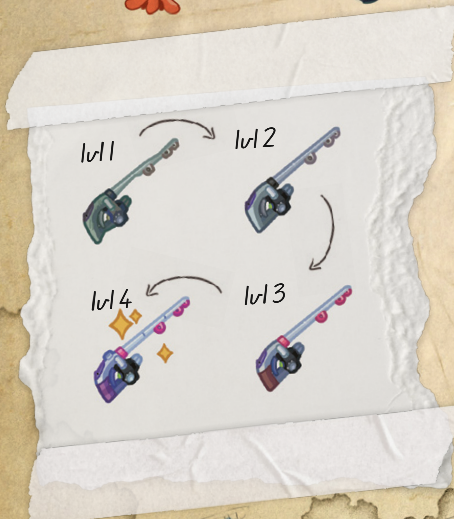
Granny told me that some of her ancestors were cruelly ripped from the sea back in the day? Yikes. But those purrfish scales might be pretty useful, and if they just shake them off as they start to get itchy, they get lost at sea.

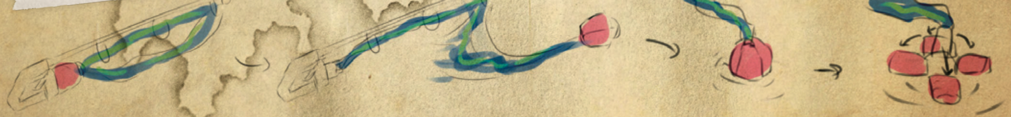
I think I've found a way to lure them in and remove them carefully, so we can actually make use of them. Genius me!

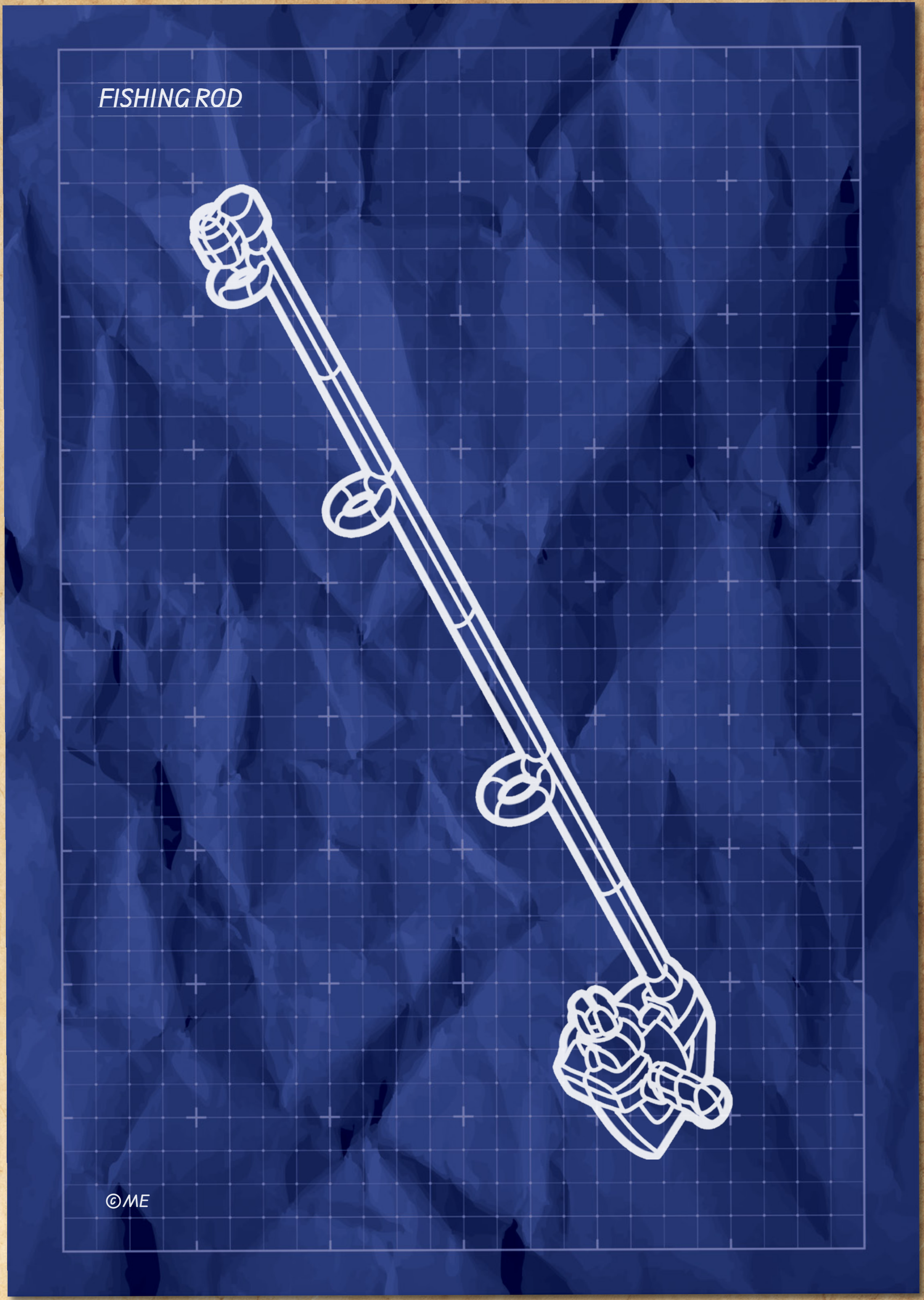












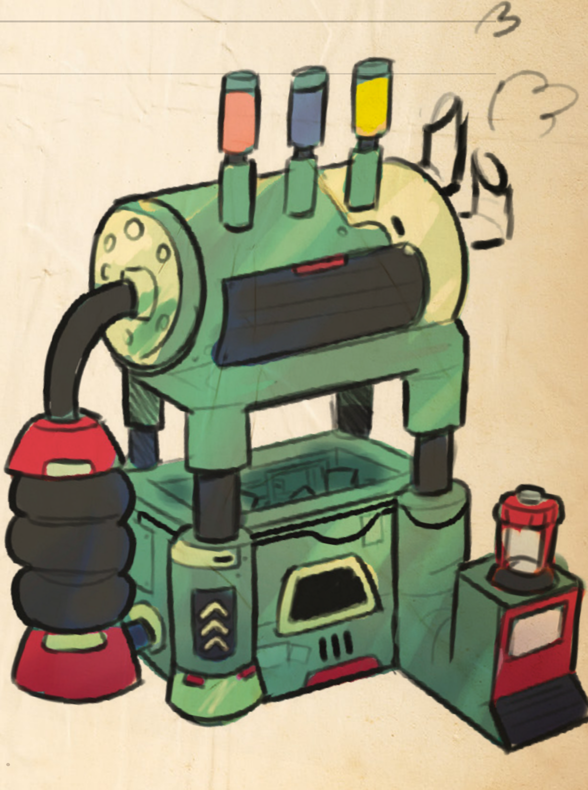
New Machines :)

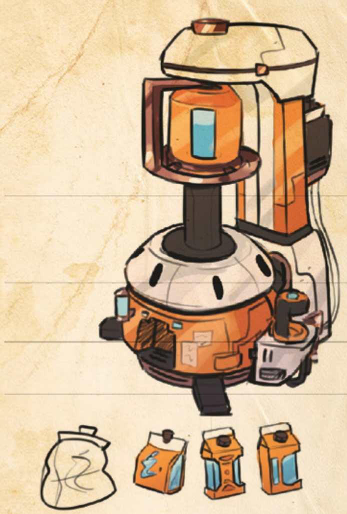
The island has been in a pretty rough shape since the storm hit it, and I feel like it's my duty to help rebuild the islands my way. Came up with a few machines that should be useful!

Found out that driftwood and scrap are NOT the best materials to build a future on. So, let me introduce you to these beauties:

Refinery

This one will be absolutely necessary to get some proper building materials. Of course, the refinery is necessary to refine wood, metal, stone... but how about more exciting things? Glass, super plast, maybe even pulsanite!



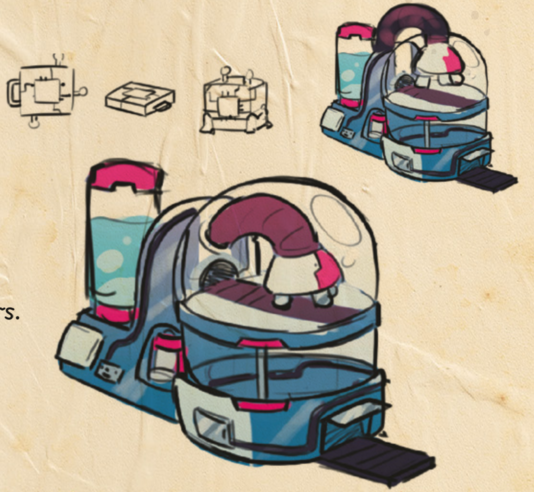


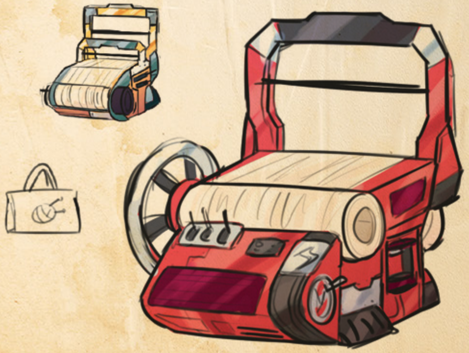
Processor

By copying how the Gorplins' sturdy stomachs break down the raw sugar crystals, I should be able to bring basic produce into more digestible shapes and make them edible for everyone! And why stop there? Spinfruit flour, waterberry vinegar, beever honey... my mouth is watering.

Manufacturer

Not everyone handles delicate tech like my hands do. With the manufacturer, EVERYONE can create microchips, processors, and radiowave compressors. I should make the top transparent, people might learn a thing or two by watching the process.

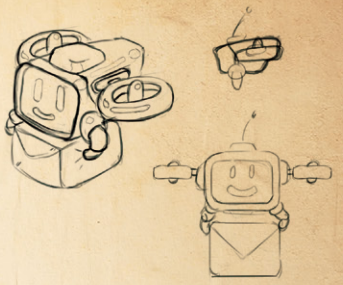




Loomer

Living with the Charneys on Tanglebloom, I observed their clever ways of spinning raw wool into workable fabrics, and Tammy taught me how to make cloth dye. Combine that with my genius and you got the loomer—fully automated spinning, weaving and dyeing!

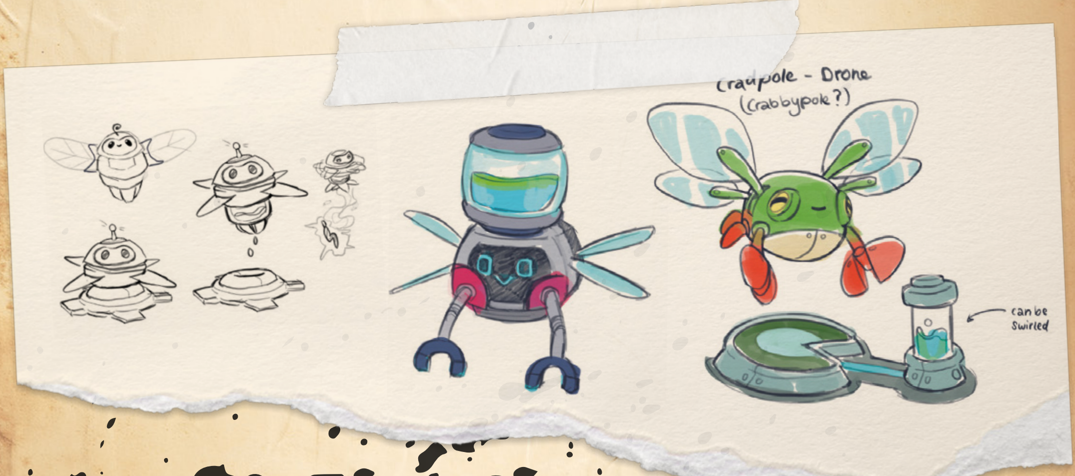
Drones



I heard that a new "wingnut" is on their way to the archipelago after they received Hefti's emergency call. We sure can use another capable pilot, and they might just be the right person to try out all my new inventions.

*I'm hesitant to put all the burden on their shoulders alone, though, and restoring the archipelago might require more materials than one person can gather. So, on my field trip to Norleaf, I'm working on a plan for a **helpful companion** to do just that.*

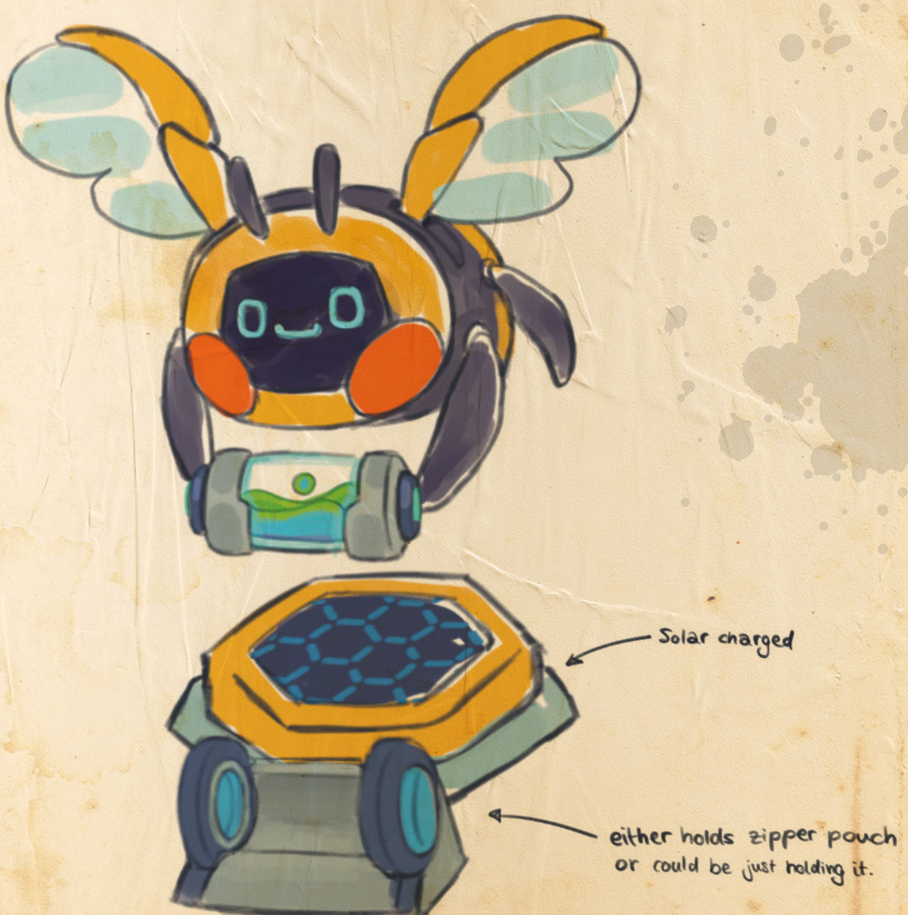
Observed the animals of the island and came up with two designs. Gotta admit my disappointment in the frogcrabs though. They just wobble around the beach all day.



Flybee Companion Z2000

*Praise to the beevers, the industrious little things! Collecting pollen and producing sap all day until their tails become so sticky they need to be cleaned. It's a shame they can't fly, but I took a good look at the old blueprints for the marine wind turbines and found a solution. Let me introduce the **Flybee Companion Z2000!***

Equipped with a super sensitive odor sensor, it will be able to track down and collect any resource you show to it!

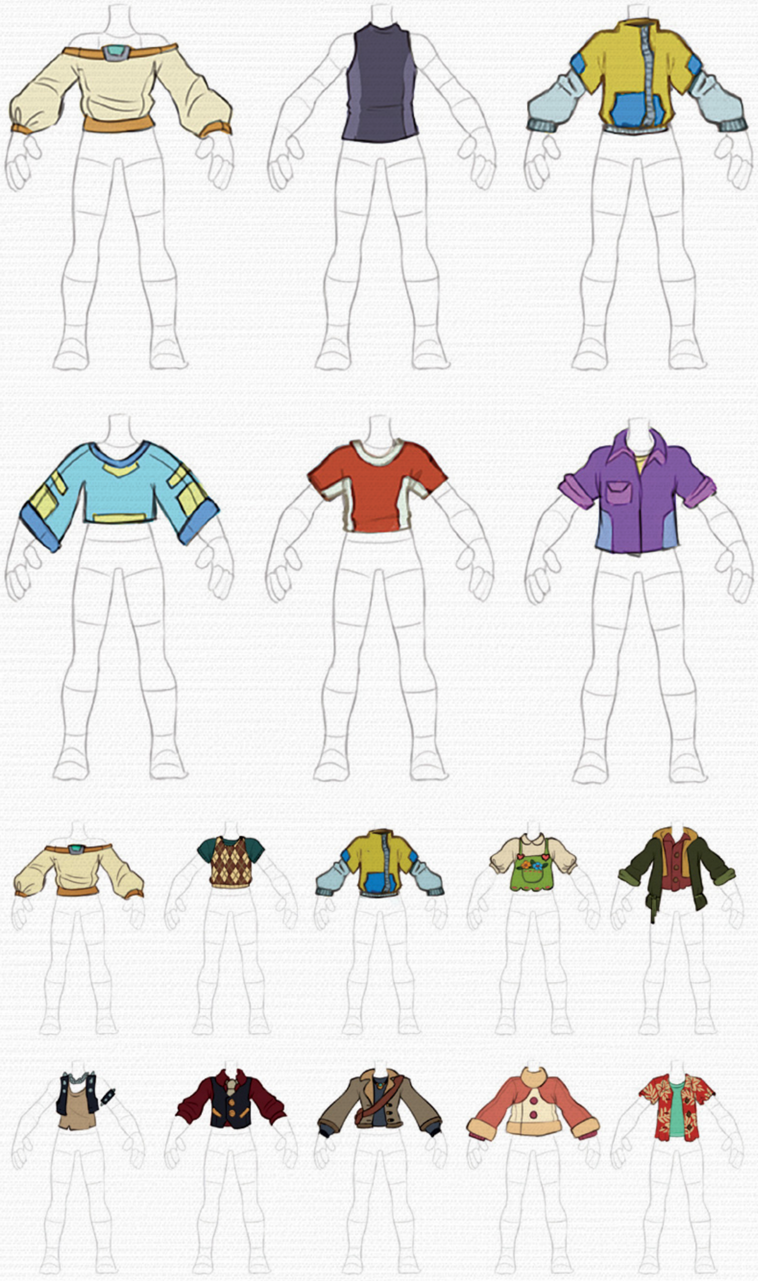

Solar charged
either holds zipper pouch or could be just holding it.

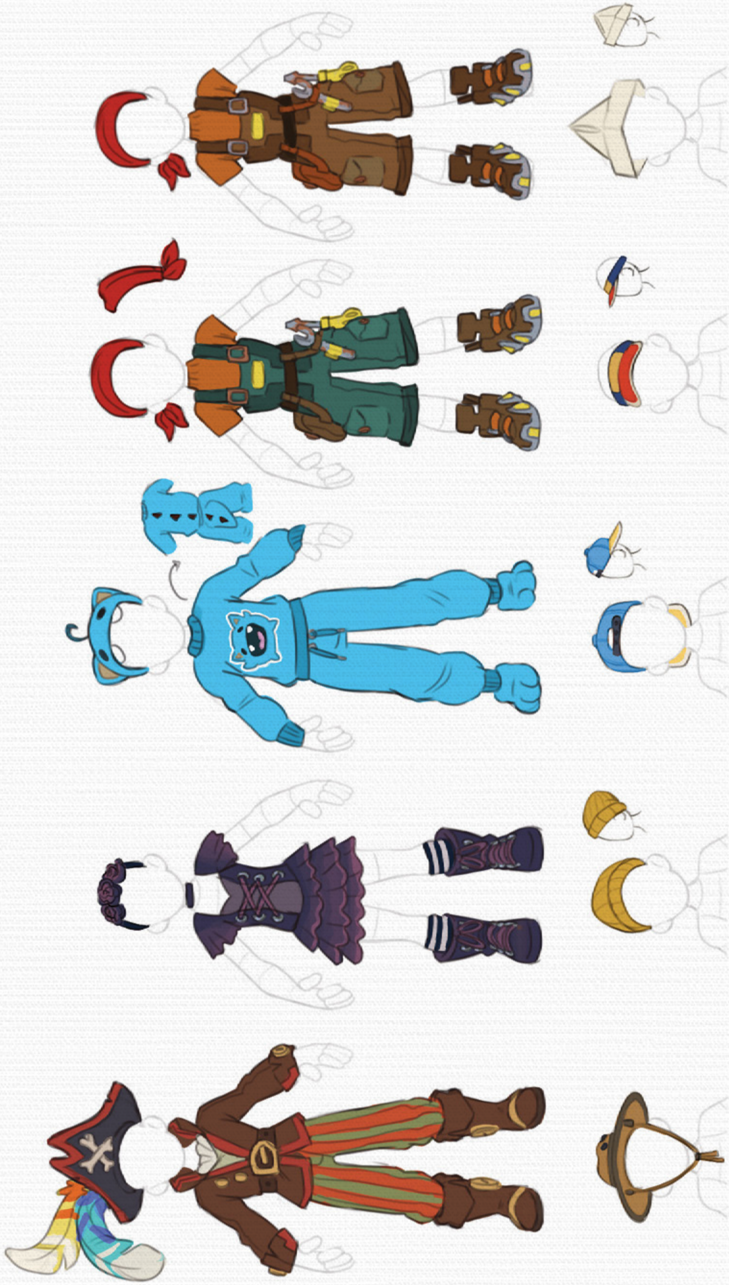
Clothing

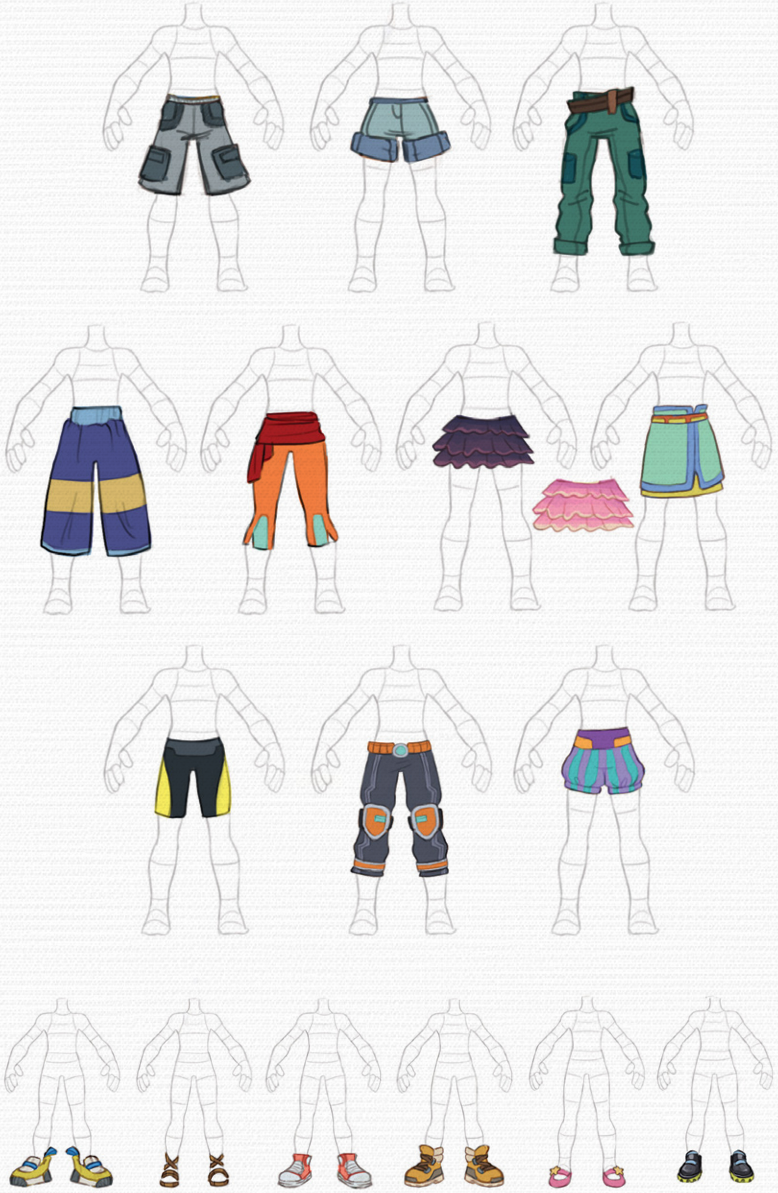
Tsk. So many pages, so little style.

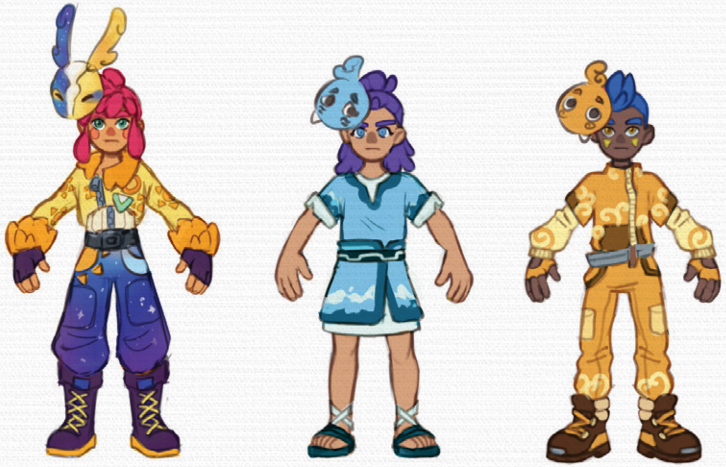
Looks like the archipelago's top fashion designer, Tammy, needs to glam this little nasty notebook up a full notch or two.

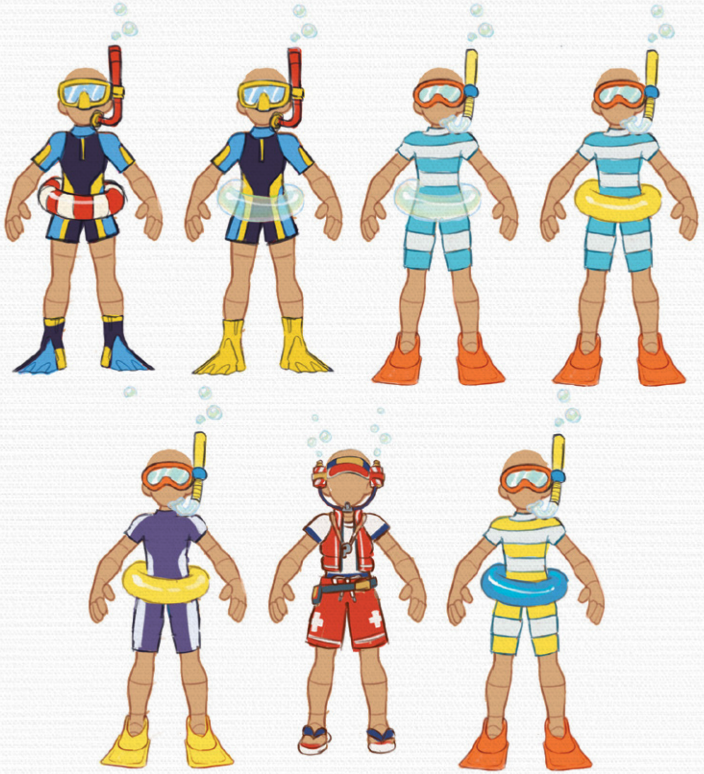
I will add some of my early drafts that I eventually turned into fashion masterpieces here, so that future generations may recognize my genius and remember the Limbo Archipelago for its taste and prestige!

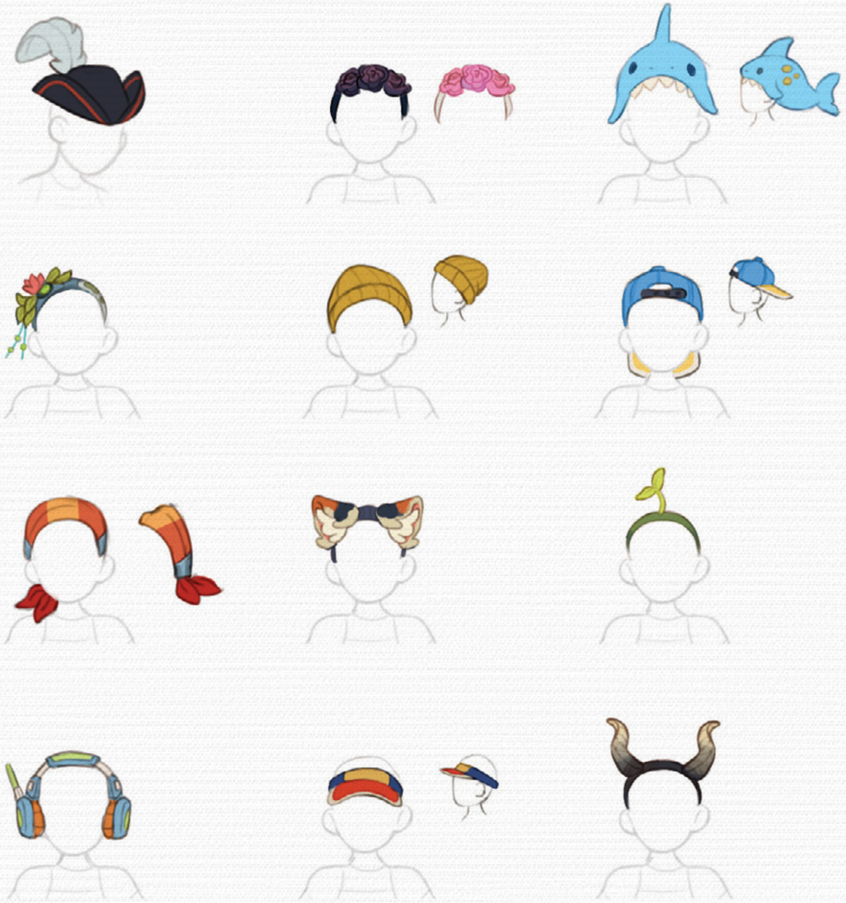




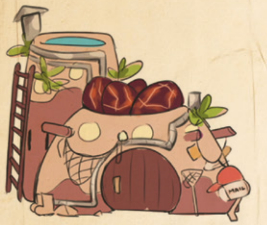
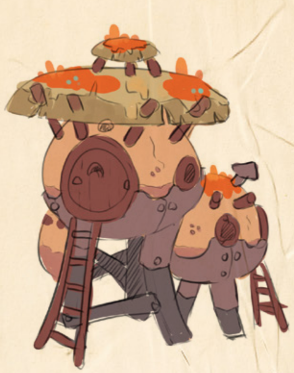
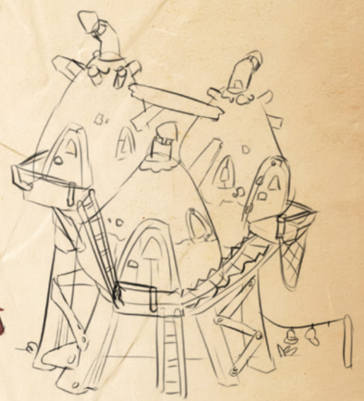
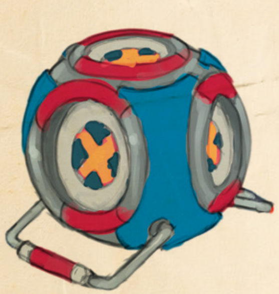
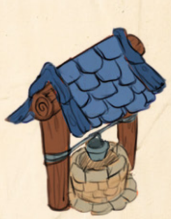
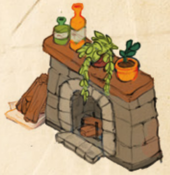
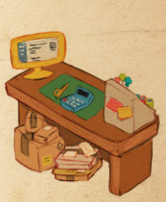
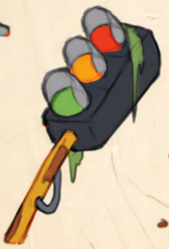
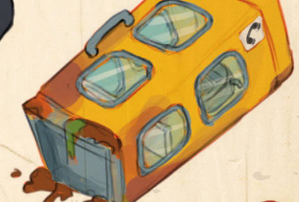
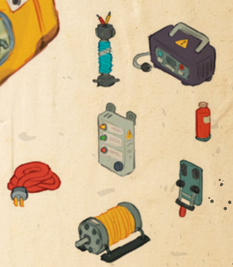
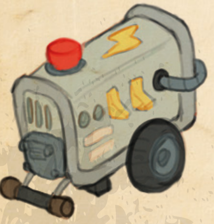
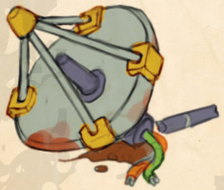
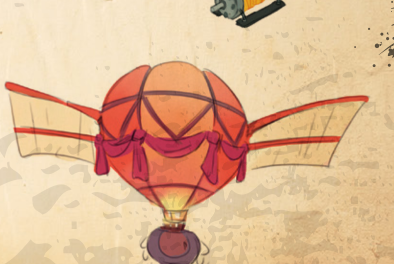
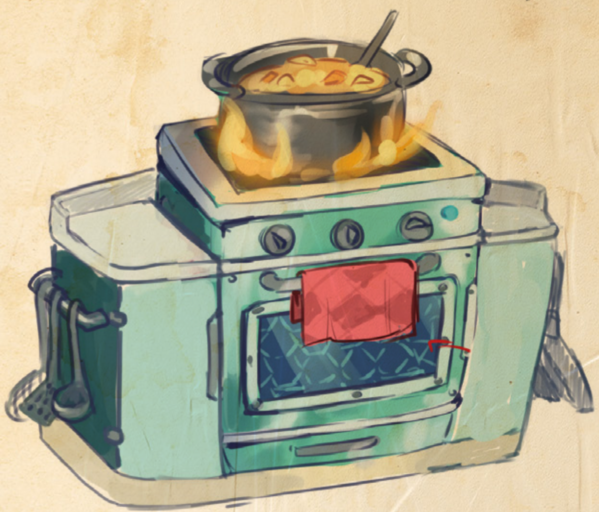
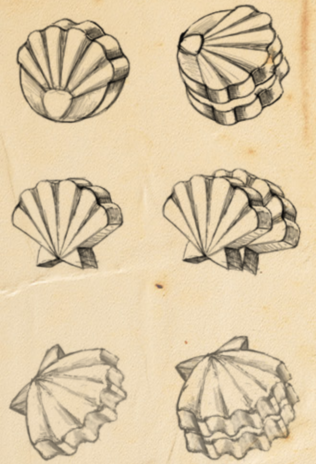
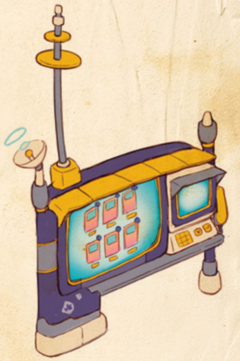
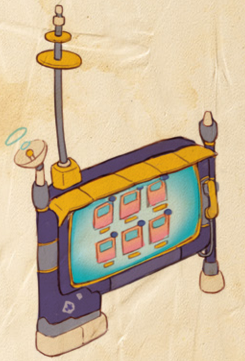
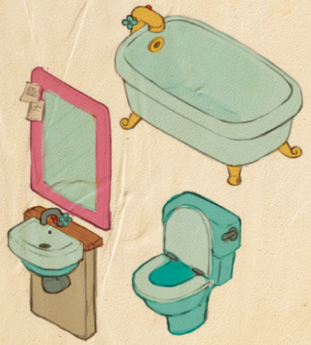
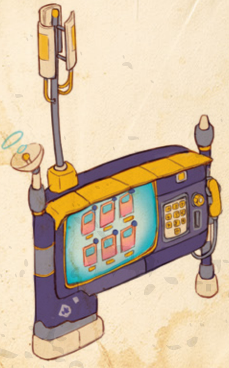
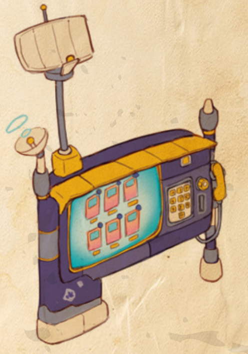
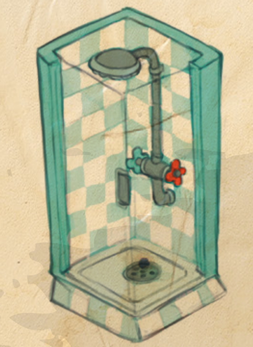


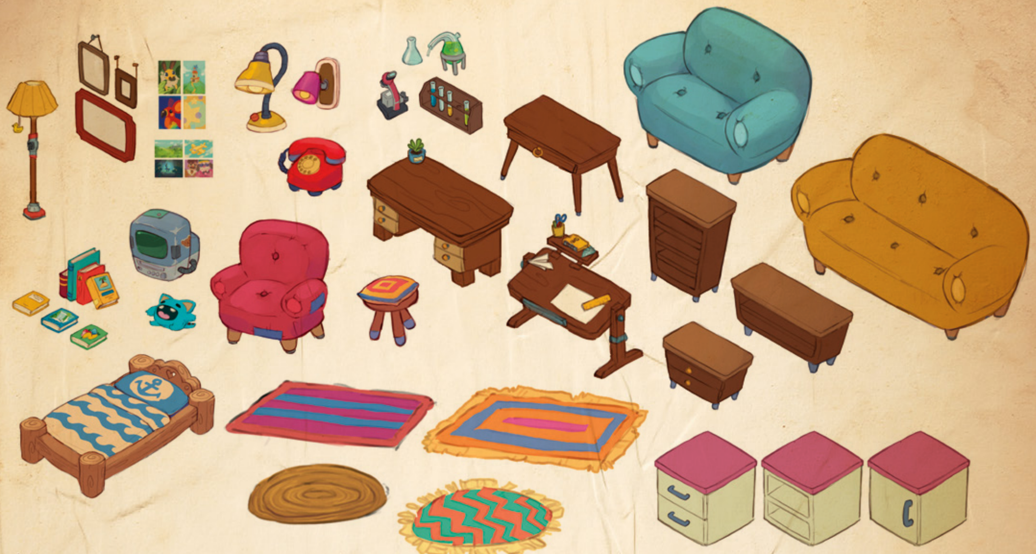


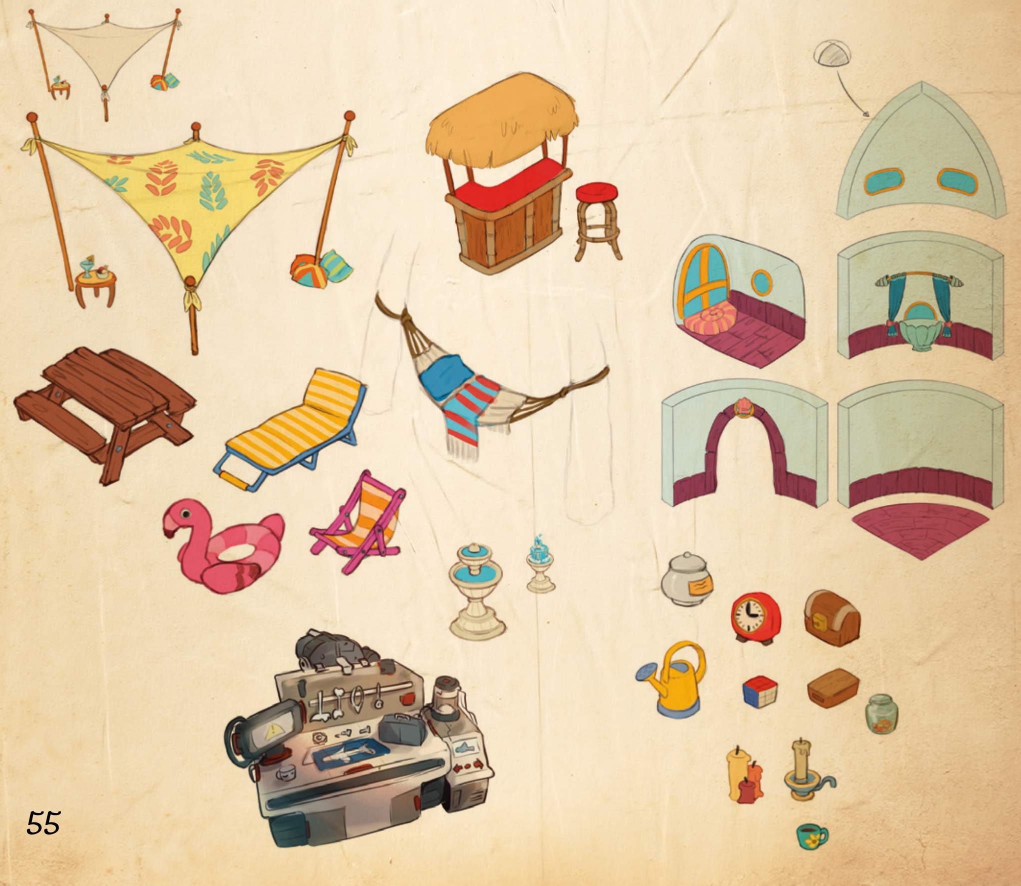


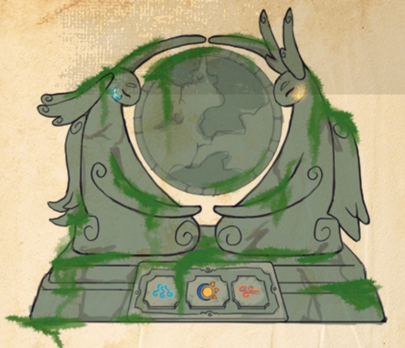


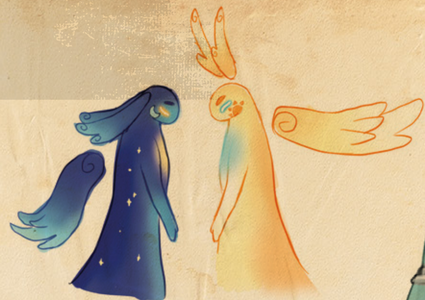
Lou's Sketches

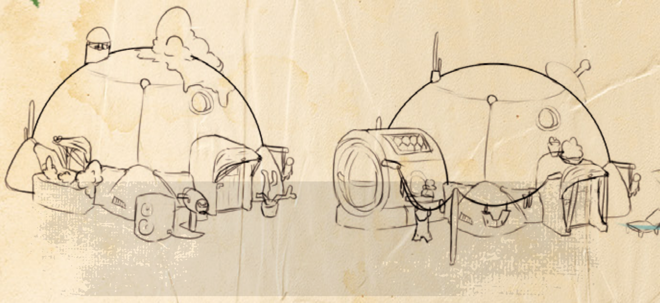






















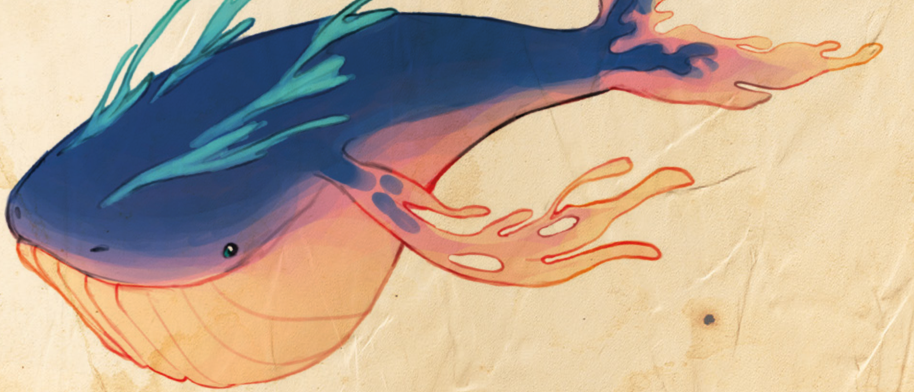


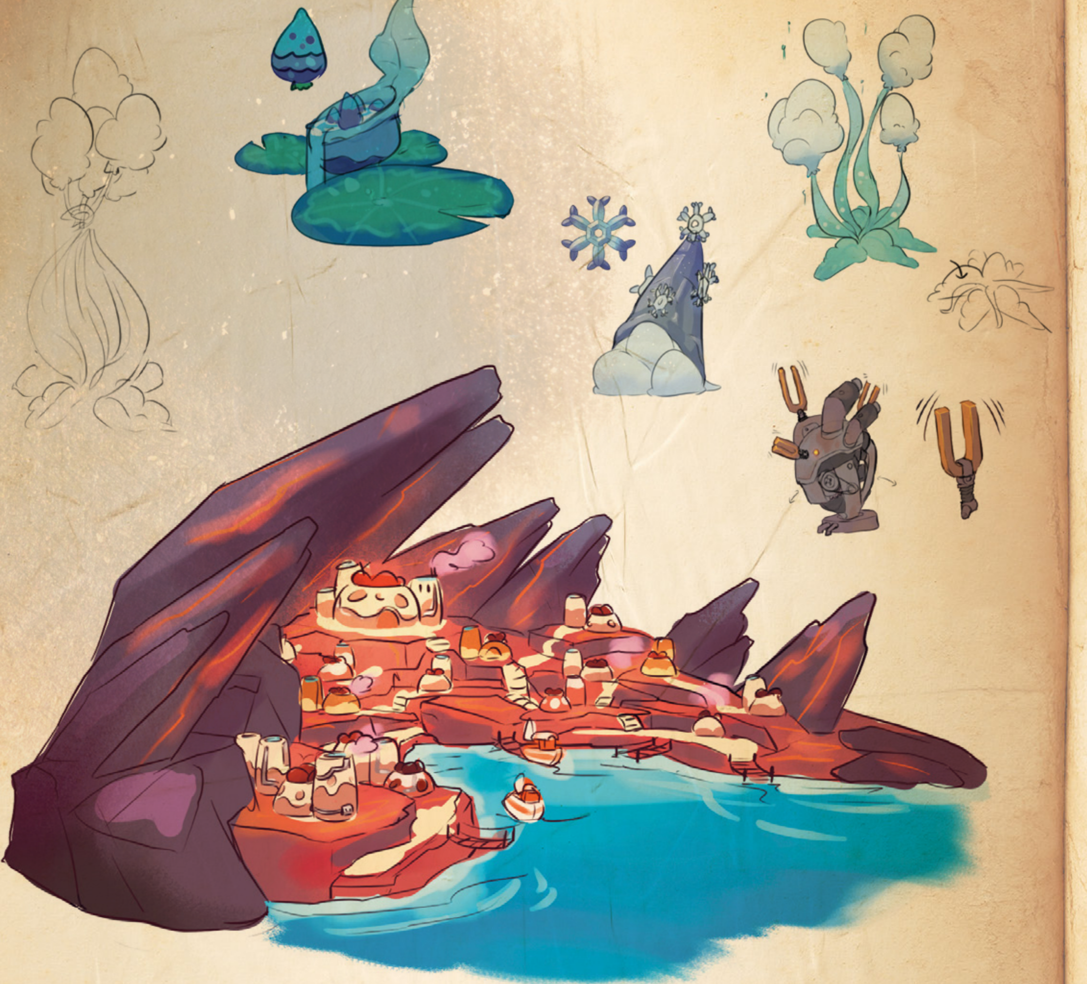












The Team

Oh, what is this? A book full of sketches, scribbles and little secrets from our friends across the Limbo Archipelago?

Keeping something like this to ourselves would be a terrible waste. I think it's time this little treasure found its way into the hands of the people who made our adventures possible.

My name is Maurice. I'm one of the co-founders of Tiny Roar, and I couldn't be prouder of what our little crew has created over the last four years while working on Lou's Lagoon.

When Robert, my co-founder and BFF, and I first put together the idea for Lou's Lagoon, I never imagined that so many wonderfully kind and incredibly talented people would join us on this journey.

Together, we built this world, filled it with characters, and turned a small idea into a place we hope you enjoy exploring – and that we get to expand over time.

But this adventure was never just ours. Seeing you play our demos on streams and at conventions, hearing your thoughts, your excitement, and even your criticism through Discord and the Steam Forums helped shape Lou's Lagoon into what it is today. And thanks to our Kickstarter backers, we were able to make even more of this world with our DLC.

We poured a lot of love, care and countless hours into these islands, and we hope you can feel that when you soar through the skies of the Limbo Archipelago.

Thank you for joining us on this journey.

We'll see you out there.

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